DAGORLAD

and the Dead Marshes ™

A Fantasy Role Playing adventure module from

J.R.R. TOLKIEN'S MIDDLE-EARTH



Based on THE HOBBIT™ and THE LORD OF THE RINGS™, DAGORLAD details the east marshes and the shadowy haunts of the sorceress, Miruimor. Adventure on the plains before the Gates of Mordor, where roaming Orcs strike terror among unwary travelers. Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock #8020.


Nen hithoel
Sarn Gebir
Argonath
Rauros
Loeg Fírn
Dagorlad
Nindalf
Anórien
Anduin
Morannon
Cirith Gorgor
Udûn
Durthang
Carach Angren
henneth Annûn
Cair Andros
Tawar-in-Drúedain
Nardol
Eilenach
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dagorlad and the dead marshes™

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Printing: Litho Artists, Charlottesville, VA

Typesetting: Graphic Communications

ISBN 0-915795-20-5

Produced and distributed by IRON CROWN ENTERPRISES, Inc. P.O. BOX 1605, Charlottesville, VA 22902. Stock #RP 8020.

There stood nearly thirty Orcs, all fighting with one another for the booty claimed from the sacked village. From her vantage point atop the ancient slag-mound, Jersella could see the tortured bodies of her friends, Skan and Stea. They lay near the foul bog, removed from the fires of the sheltered encampment. The wide grassy plain of Dagorlad stretched south and eastward from the edge of the withered swamp, and Jersella knew that the creatures were bound for the black wastes of Mordor. Turning to the invisible Burlsug, she whispered with a hint of hurried hope: "I think our companions are still alive, for the Orcs would be feasting by now." The Mage replied flatly: "No doubt because the Dark Lord seeks answers." Climbing up the crevice from the ledge below, Tanvar brought news of the enemy's position: "They are all celebrating, even the guards—Let us strike now."

1.0 GUIDELINES FOR USING MIDDLE-EARTH ROLE PLAYING MODULES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

MERP	***Middle-earth Role Playing***
RM	***Rolemaster***

Character Stats

Ag	Agility (***RM*** and ***MERP***)
Co	Constitution (***RM*** and ***MERP***)
Em	Empathy (***RM***)
Ig	Intelligence (***MERP***)
It (In)	Intuition (***RM*** and ***MERP***)
Me	Memory (***RM***)
Pr	Presence (***RM*** and ***MERP***)
Qu	Quickness (***RM***)
Re	Reasoning (***RM***)
SD	Self Discipline (***RM***)
St	Strength (***RM*** and ***MERP***)

Game Terms

AT	Armor Type
bp	bronze piece(s)
cp	copper piece(s)
Crit	Critical strike
D	Die or Dice
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
gp	gold piece(s)
ip	iron piece(s)
jp	jade piece(s)
Lvl	Level (experience or spell level)
MA	Martial Arts
Mod	Modifier or Modification
mp	mithril piece(s)
NPC	Non-player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points
R or Rad	Radius
Rnd or Rd	Round (10 second period)
RR	Resistance Roll
Stat	Statistic or Characteristic
tp	tin piece(s)

Middle-earth Terms

A	Adûnaic
BS	Black Speech
Cir	Cirth or Certar
Du	Dunlending
E	Edain
El	Eldarin
Es	Easterling
1 A	First Age
F A	Fourth Age
H	Hobbitish (Westron variant)
Har	Haradrim
Hob	***The Hobbit***
Kd	Kuduk (ancient Hobbitish)
Kh	Khuzdul (Dwarvish)
LotR	***The Lord of the Rings***
Or	Orkish
Q	Quenya
R	Rohirric
Rh	Rhovanion
S	Sindarin
S A	Second Age
Si	Silvan Elvish
T A	Third Age
Teng	Tengwar
V	Variag
W	Westron (Common Speech)
Wo	Wose (Druedain)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; instead, they are to found in the text proper.

Anduin: *(S "Long-river")* The great river that rises in the *Ered Mithrin (S "Grey Mountains")* of *Rhovanion,* flows southward, and empties into the Bay of Belfalas

Asdriags. A group of warlike nomadic tribes who occupy portions of the central and eastern *Talath Harroch (S South-horse **Plain**)*, just east of *Dagorlad*

Dagorlad: *(S **"Battle-plain")***Wide, flat, grassy plain that lies north and northeast of *Udûn* and the main pass into *Mordor* It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S A 3434) Those slain in the great battle were buried in great mounds erected on the plain

Dead Marshes: ***(S** "Loeg Firn **")***Foul swamp stretching south and east from the edge of *Emyn Muil (S "Drear Hills")* During the Third Age it spread eastward, out onto Dagorlad

Dunedain: These high men were those *Edam ("fathers of **men")*** who settled on the island continent of *Numenor,* far to the west of Middle-earth The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall, and were saved when the isle sank

They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth) Many "unfaithful" groups survived in the various colonies of the Dunedain established in happier times (e g the "Black Numenoreans" of Umbar) The term Dunedain refers to the Numenoreans and their descendants in Middle earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age Trans S "Edain of the West" Sing Dunadan

First Age (1 A) The first recorded Age of Middle earth Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor The tales of the First Age are, for the most part, found in J R-R Tolkien's *Unfinished Tales* and *The Silmarillion* These works are not used or described within this module, since we are focusing on the Third and Fourth Ages ICE uses 1 A to denote the First Age and F A to indicate Fourth Age dates

Gondor: *(S 'Stone d")* The great *Dunedain* kingdom that lies west of Mordor It includes a number of regions including *Ithilien,* between Mordor and the *Anduin,* and *Anorien,* east and north of the eastern *Ered Nimrais (S "White Mountains")*

Mordor: *(S "Black land")* The high land east of the *Anduin* which is guarded on the north by the *Ered Lithui (S "Ash Mountains"),* and on the west and south by the *Ephel Duath (S "Shadow Fence")* These two mountain ranges converge around the vale of *Udun* First settled by Dark Lord *Sauron* around S A 1000, *Mordor* has always remained associated with the Dark Lord Between S A 3441 and T A 1636, *Gondor's* armies guarded the land but, as of late, the watch has been removed and the minions of Sauron have begun to return

Nindalf (W "Wetwang") The great marsh south of the *Emyn Muil* and east of the *Anduin* It is fed by local runoff and the flows from the river *Onodlo (W "Entwash")*

Northmen A grouping of tall, fair-skinned, fair haired peoples who form the bulk of the population in *Rhovanion (W "Wilderland")*

Second Age (S A) The second recorded Age of Middle-earth It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon The age ended in S A 3441, when Elendil and Gil galad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and Nazgul passed into the shadows S A is used denoting dates

Third Age (T A) The third recorded Age of Middle-earth It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T A 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens) T A is the abbreviation

1.13 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1-100 Stat.	Bonus on D100*	Bonus on D20	3-18 Stat.	2-12 Stat.
102 +	+35	+7	20 +	17 +
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	−5	−1	8	5
10-14	−5	[illegible]	7	4
5-9	−10	−2	6	3
3-4	−15	−3	5	
2	−20	−4	4	2
1	−25	−4	4	2

1.14 CONVERTING HITS AND BONUSES

— When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

— The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.2 BASIC COLOR AREA MAP KEY

BASIC COLOR AREA MAP KEY

(1) 1 inch = 20 miles
(2) **Mountains** =
(3) **Hills** =
(4) **Mixed forests** =
(5) **Pine forests** =
(6) **Hedgerows, brush, and thickets** =
(7) **Primary Rivers** =
(8) **Secondary Rivers** =
(9) **Streams** =
(10) ***Intermittent* watercourses** =
(11) **Glaciers and iceflows** =
(12) **Mountain snowfields and snowy regions** have no coloring
(13) **Primary roads** =
(14) **Secondary roads** =
(15) **Trails/tracks** =
(16) **Bridges** =
(17) **Fords** =
(18) **Cities** =
(19) **Towns** =
(20) **Manor houses, inns, small villages** =
(21) **Citadels and huge castle complexes** =
(22) **Small castles/holds/towers/keeps etc.** =
(23) **Monasteries** =
(24) **Observatories** =
(25) **Barrows, cairnfields, and burial caves** =
(26) **Caverns and cave entries** =
(27) **Buttes** and **plateaus** =
(28) **Lakes** =
(29) **Dunes** =
(30) **Extremely rough terrain** =
(31) **Desert** =
(32) **Shoals** =
(33) **Reefs** =
(34) **Ruins** =
(35) **Swamps and marshlands** =
(36) **Jungle** =
(37) **Dry or periodic lakes** =
(38) **Steep ridge faces and downs** =
(39) **Marsh Villages** =
(40) **Watchtower** =

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

2.0 AN INTRODUCTION TO DAGORLAD

The following is a brief look at the land, its plants and animals, and the people who live upon it.

2.1 THE LAND, THEN AND NOW

South of the *Wilderland* and north of ***Mordor*** lies a widely varying landscape stretching from the scarps and cliffs of the western *Emyn* Ml through the swamps and marshes of *Nindalf* to the bare plain known as the *Dagorlad (S. "Battle Plain").* Once these lands were pleasant enough, in the way of wild places, although they were never much favored by settlers. The wetlands were filled with all manner of waterfowl and alive with the songs of frogs and blackbirds. The region's waters gleamed with fish, and deer grazed the marsh grasses, bothered only by the hunting expeditions of the scattered tribes of Marshmen. These folk were almost always left alone and ignored by the wars and battles which raged about them, for their watery lands have always been too difficult for an army to cross with any speed, and treacherous indeed for those not born of the marshes.

Instead, travelers have always gone by way of the broad plain before the dark gateway into Mordor. This expanse was once covered with wild grains and other grasses which quickly sprang up to hide the remains of the great war fought here at the end of the Second Age. Grouse pecked and nested there, and wild cattle grazed. Although unsettled by Men, these lands were peaceful and fruitful until a few hundred years ago, when the Shadow began to descend upon them once more.

The Plain

Now the Dagorlad looks once more as it did right after the great battle in which the Last Alliance of Elves and Men broke Sauron's might: a bare plain dotted here and there with cairns and barrows and other less formal gravesites. The bands of Easterling tribesmen who live to the east never settled here, finding the grazing scarce and the hunting grounds depleted. The soil itself seems changed from that in the eastern half of the plain: the plants common to that happier region are rarely seen here. Sparse tufts of rye grass and small thorny shrub like Gorse are the rule, and as one nears the *Morannon,* Mordor's Black Gate, even these sad excuses for greenery vanish. The animals have become sparse; a fine hunter with a keen eye could watch all day and not see more than a bony hare, or even a few stunted grouse dashing over the bare ground. Such is the state of the Dagorlad these days, the land which Gondor had hoped would serve as a granary and grazing-ground. It seems to be the victim of a slow but steady decline, for in this region the Great Plague of 1636 was not an isolated disaster, but merely the last and greatest of many blows suffered. The hand of the Dark Lord is forever at work.

The Marshes

Similarly blighted are the swamplands known as the *Dead Marshes (S. "Loeg Firn").* Once these bleak fens and stagnant pools were akin to the thriving Nindalf, a land healthy enough in the way that a swamp is healthy, throbbing with animal life. Like any rich waterland the marshes took and gave: they were always the source of many diseases which afflicted the local Men. Yet those same Men could count on eating as well or better than any in the lands ruled by Gondor, for these marshy acres were once filled with game.

The western marshes are still vigorous, but a grim change has come over the eastern swamp. The once-healthy flow of waters from the slopes of the eastern Emyn Muil and the plains no longer rushes on. Its pools have become stagnant and almost dried up. Bogs abound; thus the name the Dead Marshes. Increased numbers of insects flourish in these unhealthy waters, while many of the reeds and other plants are dying off, starved of the nutrients that they received from the runoff. Most of the trees that flourished on the islets and banks are already dead. The larger animals such as the deer and the pied swans peculiar to these marshes have fled, and even frogs and fish grow scarce. Only leeches and snails seem to thrive in the marsh now. The marsh air, always damp and misty, now seems to be one vast fog bank, yet the air chokes the throat as if one were breathing hot smoke. Hunters no longer prowl the banks or paddle the streams: they left years ago, their reed-and-mud huts returning to earth and sticks.

Those few herb-gatherers and adventure-seekers who have recently ventured into the Dead Marshes tell wild tales of ghosts and walking corpses, of bands of marauding Orcs, sights not seen in these regions for over 1600 years. They also spin tales of mysterious lights flickering above and glowing phantom faces within the noisome pools, faces that lure travellers to an awful drowning death in the algae-filled muck that now passes for pools of water. Some also say that the malevolent will of the Dark Lord is at work here, and that it is he who has bedeviled the long-fallen warriors of the Battle of Dagorlad. But who can say for certain what is so in this eerie, dangerous land?

Yet, as they say, few winds — however evil — fail to bring some good fortune. The foul barrier of scum and slime to the east seems to have kept most of Nindalf from the worst of the Plague. The principal carriers of the pestilence, men and rats, seemed reluctant to cross the fens, and the way around the swamp is long. Much more mysteriously, an ever-widening strip of fertile land, a big chunk of seemingly raised and dried-out marshland, has appeared between Nindalf and the Dead Marshes. One of the Gondorian surveyors who came to lay out an outpost 200 years ago speculated that the land of the Dead Marshes is like one great slab which is tilting down in the east and up in the west, raising this fertile but mosquito-plagued area and causing the Dead Marshes to creep over the graves of those who died in the Battle of Dagorlad so many years ago. Most of his comrades and the natives of the area thought him quite mad. The prevailing notion, which holds sway even now, is that the whole affair is the work of some Great Evil, perhaps of some new protege of Morgoth, the Black Enemy of the World, a new Sauron who is flexing his muscles to prove himself to his Dark Master.

Actually, in a way, both theories are right, as you will discover.

2.2 THE CLIMATE

The climate of the area tends toward extreme, as is common in central inland areas. On the Dagorlad this tendency is exaggerated by the vast flatness of the land and the lack of vegetation. In the marshes, although the moisture helps to moderate the actual temperature, summer feels hotter and winter more raw because of the everpresent dampness. It therefore follows that the sensible traveller will try to make his journey here in the late spring or early autumn. The Dead Marshes, in particular, are hellish except in the proper season: in winter the icy sleet makes one long for proper snow, while in the summer the swamp's few inhabitants are steamed until they feel as red and cooked as the boiled crayfish that are the favorite dish of many Marshmen.

2.3 THE FLORA

At one time there were, of course, many different species of plants and animals on the Dagorlad and in the Dead Marshes. Now the former is only covered by sparse patches of grass and small, thorny, gorselike shrubs. The unusual plant known as *Touchgrass,* common on the Talath Harroch, no longer grows here at all. The only herb of any value to be found is an occasional patch of the common healing herb *Thurl,* in its greyish dryland form.

The plantlife of the Dead Marshes is almost as devoid of variety as that of Dagorlad. Some stunted reeds still grow, as does the poisonous ***Water** Hemlock* and the noxious *Pangwood.* At the edges of the marsh where some fresh groundwater is still available, plantlife is more vigorous. Some trees still exist (mostly stunted conifers) and the ***Day** net **Water-weed**,* elsewhere regarded as a pest,

TABLE 2.2 CLIMATE AND CALENDAR CHART

Months	Nindalf	Dead Marshes	Dagorlad
-Yestare	(intercalary day: *Yule*)		
1. **Narwain** *(Winter)*	20-45° (snow/rain, 40%)*	15-40° (sleet/rain, 45%)	20-40° (snow/rain/sleet,35%)
2. **Ninui** *(Winter)*	10-40° (snow/rain, 45%)	10-30° (sleet/rain/snow, 55%)	25-40° (snow/rain/sleet,30%)
3. **Gwaeron** *(Winter)*	15-45° (snow/rain, 40%)	15-45° (sleet/rain, 45%)	30-45° (sleet/rain, 30%)
4. **Gwirith** *(Spring)*	25-55° (sleet/rain, 40%)	20-55° (sleet/rain, 45%)	35-50° (sleet/rain, 25%)
5. **Lothron** *(Spring)*	35-65° (rain, 35%)	35-65° (rain, 35%)	40-60° (rain, 25%)
6. **Nórui** *(Spring)*	50-70° (rain, 30%)	50-75° (rain, 30%)	45-75° (rain, 20%)
- Loénde	(intercalary day: *Midyear*)		
7. **Cerveth** *(Summer)*	60-80° (rain, 25%)	65-85° (rain, 30%) +	50-80° (rain, 15%) +
8 **Úrui** *(Summer)*	65-90° (rain, 20%) +	70-95° (rain, 25%) +	60-95° (rain, 10%) +
9. **Ivanneth** *(Summer)*	60-80° (rain, 10%) +	60-85° (rain, 20%) +	60-90° (rain, 10%) +
10. **Narbeleth** *(Fall)*	50-75° (rain, 25%) +	50-75° (rain, 30%) +	40-75° (rain, 10%) +
11. **Hithui** *(Fall)*	40-60° (rain, 30%)	35-60° (rain, 40%)	35-60° (rain, 15%)
12. **Girithron** *(Fall)*	30-50° (rain, 35%)	25-45° (rain/sleet, 45%)	25-45° (sleet/rain, 25%)
- Mettare	(intercalary day: *Yearsend*)		

*Chance per day of precipitation. The type is keyed to the day's temperature, which is computed each morning by the GM. Simply figure the monthly temperature range and roll to see how high the temperature goes; for instance, a roll of 75 would mean the temperature is 55 if the month has a 20° range between 40° and 60° (55° is three quarters up the monthly scale). Temperature versus precipitation types **snow** — below 32°, **sleet** — at 32°, **rain** — above 32°. If the temperature indicates snow, roll again: a result of 01 = hail; 02-05 = an ice storm. If the temperature indicates rain, roll again: a result of 01-05 means thunderstorms.

may here be considered a welcome bit of green. An occasional large *Grabwort* can also be found, living off its large roots but hungry for more substantial nourishment.

In Nindalf plant life is another matter entirely. Among the common species are several varieties of fern, cattails, reeds, wild rice, scented rushes, pink waterlilies, wild carrot and parsnip, and on the drier banks and islets, maples, larches, beeches, pines, and spruces. Most of these plants are of interest to the Free Peoples as items of food, fodder, or decoration. Yet the region has several plants that will be of more than passing interest.

2.31 THE MUDBEAN

In spite of its unappetizing name, the seeds — indeed, the whole pod — of this plant are quite edible by both man and beast. It is, like most legumes, very nutritious, although rather hard to digest. Although it can be eaten raw without major mishap, cooking is recommended for the diner's later comfort. The *Mudbean* is a very common and hardy plant, and scattered patches of it can still be found at the edges of the Dead Marshes. A somewhat domesticated form is common in the small gardens of the Marshmen. All varieties can support a person for days on end.

2.32 THE DAYNET

This floating weed covers otherwise clear channels between islets, forming an impassable net during the day, when it rises to the surface seeking light and air. Boats of shallow draft (the only sensible kind to use in the marshes) can pass over it quite easily when it sinks to the channel bottoms at night. The Marshmen regard it as a nuisance and clear it from regularly travelled waterways, but it is overwhelmingly persistent and grows back rapidly, so the task must be frequently repeated.

2.33 THE GRABWORT

This giant cousin of the diminutive and insectivorous Sundew rarely grows large enough to threaten a grown man, but many specimens confine their diet to medimum-sized creatures such as dogs, goats, fishing cats (see 2.4), and the occasional straying child. (It could also easily prove fatal to a Hobbit). Its sticky fronds are tough and rubbery, resisting both cuts and the blows of blunt objects with ease, but they burn readily once their natural dampness is overcome. The Marshmen use burning oil to destroy Grabworts when they find them. Grabworts grow rapidly; within two years a seedling can attain sufficient size to devour a forty-pound creature, if it is undiscovered by Marshmen and lucky enough to catch frogs and other small prey during its formative years. A specimen large enough to grab, eat and digest a 150-lb human need not be older than 6 or 7 years. Grabworts also have a much quicker reaction time than their small Sundew cousins. Perhaps one specimen in 100 is large enough to take a man and make a meal of him, but beware!

2.34 THE WATER HEMLOCK

This not uncommon plant is extremely poisonous when eaten. It looks and smells rather like parsley, with feathery green foliage and icy white flowers. The tuberlike root is especially deadly and looks temptingly like its near relatives, the carrot and parsnip.

Water Hemlock poisons come in two varieties: (1) basic *Hemlock*, and (2) *Blade Hemlock*. Hemlock is a clear pale amber liquid which must be swallowed by the victim in order to have any effect. When ingested, this 3rd level poison can be deadly; a RR failure of more than 25 results in convulsions and death in 6-10 rounds. Those failing to resist by less than 26 simply experience abdominal spasms, nausea, vomitting, and cramps which incapacitate the victim for 1-10 hours.

Water Hemlock's poisonous factors can be tinctured out and then fixed for topical use by the addition of the flowers of its antidote *Curulot*. The result is the less common poison called Blade Hemlock, a pale greenish paste. It can be used to coat the edge of a slashing weapon and will take effect whenever it is injected into the victim's bloodstream. (In combat, injection can be achieved with a puncture or slash critical strike result.) The results are the same as those achieved with Hemlock, although the paste is generally a 6th level poison. (See Table 2.3 for the summaries of both forms.)

2.35 THE RED WILLOW

The leaves of this small tree at first show the normal silvery green of the common willow, but by early summer they begin a slow transformation — first becoming a silvery rose and then, by autumn, a brilliant scarlet. The extract of the leaves, when heated and distilled, is an excellent cure for fever, and this is one of the most important weapons of the marsh healer in the never-ending war against the many fever-producing illnesses of the marsh. When brewed in combination with the common healing herb Thurl, it doubles the healing power of the latter herb and also relieves pain and swelling. In this form, it can be mixed with any good wine, sealed against air, and thus stored almost indefinitely, ready for use. The resulting scarlet potion is often called *Caranan (S. "Red Gift")* or Marsh Wine. One ounce is one dose: up to 10 ounces may be given in a day, but large amounts will result in nausea, falling blood pressure, and eventual coma, if the unwise healer persists in his or her administration of the potion. The leaves of the Red Willow are also used in the preparation of the healing salve *Himros (S. "Cooling Foam")*.

2.36 THE PANGWOOD

This low-growing shrubby tree often forms dense thickets on islets and along channels. The twigs and leaves are covered with fine, short, seemingly downy hairs that are in reality sharp enough to pierce the skin of most manlike beings (although the rough hide of an Orc offers some resistance). When they have pierced the skin, the hairs cause a massive burning rash, resulting in considerable loss of coordination and agility (-50), and in severe cases the pain spreads to areas untouched by hairs, often causing the victim to

writhe on the ground with uncontrollable muscle spasms, screams or moans of pain (see Table 2.3 for details of this poison). Bathing the affected areas with wine will bring some relief, but if the victim's injuries include the hands, he or she will be unable to perform any complex manual tasks (e.g., picking locks) for 6-60 hours, and will still be slightly clumsy for the same period of time. A complete cure can be made with the salve *Himros*, or with any other topical herb preparation that cures second-degree burns. Remember, however, that if large areas of the body are affected, quite a lot of medication will be necessary.

A stroll through a Pangwood thicket may result in a penetrating **attack. (1)** on a roll of **01-03**, hairs will cause blindness in both of the victim's eyes; (2) on a roll of 04-10, the victim will be blinded in one eye; (3) with a roll of **11-15**, the victim breathes in the hairs and must resist a 2nd level attack or choke to death in great agony; (4) on a roll of 16-25, the victim must resist a 2nd level attack or suffer limited third degree burns (-50 to OB and Maneuvers for 10 days) and be painfully immobilized for 100 hours; and (5) with a roll of 26-50, the victim must resist or be at -50 for 1-10 days. (A roll of 51 + indicates no attack.)

One final note of **warning:** although fur and clothing will protect from the hairs, the hairs will break off and cling to these surfaces, and then can be rubbed into the skin Such hairs make a 1st level attack but will not normally blind one; instead, (1) on a roll of 01-02, they are breathed in and the victim must resist or perish by choking; or (2) with a roll of 03-10, they must resist or operate at -50 for 1-10 days and suffer painful, burning immobilization for 1-100 hours, (3) 11-100 nothing happens. Unless the traveler's clothes are cleaned, one such roll must be made daily

2.37 THE CURULOT

This small, pale-blue flower is of no particular use in itself, but it has properties of great value to the Animist or Mage who specilizes in herbs or alchemy, for this blossom can be used to "fix" the vital essences of herbs that normally must be ingested to take effect Then the properties of these same herbs can be applied as salves or as injections (as with a needle or dart) with immediate effect at a later time The ***Curulot** (S. "Cunning **Blossom**")* is very rare Most salves will require five Curulot blossoms to fix one dose

2.4 THE FAUNA

The Dead Marshes and Dagorlad are as sparse of animals as they are of plant life. The marshes now mainly host snails, leeches, insects (particularly flies and mosquitos), and such creatures as live on this fare — *Gorcrows,* for instance. Nonetheless, isolated members of species that once lived here are occasionally found Dagorlad still has a few scrawny hares, goats (smaller and warier than those of the Talath Harroch), grouse, feral dogs, and the *Red-legged Hawk* that subsists mostly on carrion, but is by no means above preying on the other indigenous beasts

TABLE 2.3 HERBS AND POISONS

Climate Codes (1) arid = a, (2) semi arid = s, (3) hot and humid = h, (4) mild temperate − m, (5) cool temperate = t, (6) cold = c, (7) severe cold (frigid) − f, (8) everlasting cold = e

Locale Codes Glacier/snowfield = G, Alpine = A, Mountain = M, Heath/scrub = H, Coniferous forest = C, Deciduous/mixed forest = D, Jungle/rain forest = J, Short grass = S, Tall grass = T, Breaks/wadis = B, Waste = W, Desert = Z, Freshwater coasts & banks = F, Ocean/saltwater shores = O, Volcanic = V, Underground (caverns etc) = U

Difficulty of Finding Routine (+ 30) = 1, Easy (+ 20) = 2, Light (+ 10) = 3, Medium (0) = 4, Hard (10) = 5, Very Hard (20) 6, Extremely Hard (30) − 7 Sheer Folly (50) – 8, Absurd (70) = 9

Compass Code Last code in sequence shows area of the Middle-earth where herb is indigenous, or most common "U" equals universal "M" indicates mid-Endor

Preparation Codes apply (raw or as poultice, 1 10 rnds), brew (boil, wait 20 rnds), gas (release, inhale), ingest (eat, chew, inhale, or drink), inject (as ingest but can be administered in combat with crit result), liquid (remains effective 1 hr and can be put on a weapon or in food), paste (remains effective 1 week) powder (can be mixed into food or drink)

Effect Based on a dose weighing ½ ounce For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist

See *MERP* ST-5, p 84-85 for more definitions and details

NAME	CODES	FORM/PREP	COST	EFFECT
Herbs				
Caranan	**	Mixture/ingest	3gp	Heals 2 8 hits, relieves pain and swelling, max 10 doses/day
Elendil's Basket	f-H-3N	Root/brew	8gp	Purifies water, slows effects of poison 10x Lasts 12 hrs
Himros	**	Mixture/apply	55gp	Cures up to 2nd deg burns, relieves Pangwood inflammation
Latha	c F 4N	Stem/ingest	10sp	RR bonus + 10 vs disease Cures colds Heals 1-2 hits
Menelar	c-C-5N	Cone/brew	65gp	Cures infections
Red Willow	t F 2W	Leaf/brew	5sp	Febrifuge (lowers fever)
Sweet Galenas	m H 4NW	Leaf/brew	5sp	Relaxes (75%) 1 10 rnds Smoke has same effect
Tyr fira	f A 9U	Leaf/ingest	1200gp	Lifegiving within 56 days of death
Ucason	m O 7U	Grass/ingest	75gp	Smoke inhalation cures blindness
Ul Naza	e W 7N	Leaf/ingest	450gp	Antidote for any poison if taken within 1 day
Zulsendura	a V 7U	Mushroom/ingest	70gp	Haste (3 rnds)
Poisons				
Adder Venom	m-F 7W	Paste/injection	75gp	(Lvl 10) Adder poison and Curulot blossom RR failure 01-50 = flaccid paralysis for 1-100 rnds, RR failure 51 + = death in 5 rnds
Blade Hemlock	m-F-6W	Paste/inject	58gp	(Lvl 6) Hemlock and Curulot RR failure 01-25 = incapacity 1 10 hours, RR failure 26 + = death in 6-10 rnds
Pangwood vs Skin	m F 3W	Liquid/apply	22gp	(Lvl 2) From Pangwood shrub/tree Brown fibers contain poison RR failure = Victim at 50 for 6 60 hrs See Sec 2 36 for more
Pangwood vs Eyes	m F 3W	Liquid/apply	–	(Lvl 2) RR failure = blindness See Sec 2 36
Pangwood vs Lungs	m F 3W	Liquid/ingest	–	(Lvl 2) RR failure = burns and choking or death See Sec 2 36
Shirolos	m-H-8NW	Liquid/ingest	84gp	(Lvl 10) Distillation of Sweet Galenas and white wine, clear and yellow RR failure 01 50 = Drowsiness (-100 Maneuvering), RR failure 51 + = Trancelike state (1 100 hrs), open to suggestion but cannot move)
Thuryik	s-V-8SW	Gas/ingest	85gp	(Lvl 10) RR failure = deep sleep (1 10 hrs)
Ul-Acaana	f M 8U	Paste/inject	500gp	(Lvl 10) RR failure 01-20 = coma (1 day), RR failure 21 + = instant death
Water Hemlock Plant	m-F-7W	Liquid/ingest	18gp	(Lvl 3) Pale amber clear liquid Pure derivative Effects as Blade Hemlock

**Made from several ingredients, all common to western, northwestern & mid Endor

Nindalf, of course, is another story. Fish, frogs, newts, turtles, songbirds and waterfowl, deer, beavers, wild boars, black bears, and the like are all to be found in abundance. Some of the more interesting creatures are described below.

2.41 THE NINEVET, OR GIANT HELLBENDER

This strange, loathsome creature is an aquatic carnivore, an amphibian that has lost most of its ability to travel on land, although it still can breathe air. An adult *Ninevet* is usually about five feet long, but rare specimens have been known to reach up to eight feet in length. It likes to float just below the muddy surface of a pool or channel, waiting for prey — a duck, a deer, a beaver, or even a man, depending upon the size of the Ninevet. The creature erupts directly beneath its victim, throwing it totally off balance and knocking the breath out of it. The *Hellbender* then grasps its prey in its leathery fore and rear paws and wrestles it to the bottom, where the beast waits for its meal to cease struggling. It then swallows its prey whole, its jaws being wide and extremely flexible. (Note that if the victim puts up a good fight, the Ninevet will give up the struggle in 3-6 rounds, for although it is very quick and strong, it has little stamina.) Reliable hunters have reported huge Ninevets in the stagnant pools of the Dead Marshes. No one knows how long a Hellbender lives, but they can go for weeks without eating.

2.42 THE PIED SWAN

These large, graceful birds are a creamy white in color, liberally splotched and speckled with black and grey. They are possibly the most intelligent of herbivorous birds, being able to remember those who have aided or harmed them or their kind. There have been reports of *Pied Swans (S. "Elph Tithen")* leading lost travellers to high and dry ground during dense fogs. The Marshmen believe them to be servants of the Vala *Yavanna* (the Earth-mistress) and thus refuse to hunt the noble birds, but bandits and poachers are quite willing to kill them for their soft, abundant feathers and succulent flesh.

2.43 THE GREEN-WINGED CROW

This large, intelligent bird has often been successfully tamed and used as a messenger, even when captured as adults. Unlike messenger pigeons, they need not always be sent off only in one direction; in fact, with proper training they can find their way back home from any direction in a full circle with a radius of 75-100 miles, with home in the center. However, they are inveterate thieves, being attracted to anything small and shiny. They are easily identified by the large iridescent green patch on the "shoulder" of their wings, a mark which led the Elves to name them *Crebain Gelremen (S. "Green-winged Crows).*

2.44 THE MARSH ADDER

This large aquatic snake is highly venomous, and its mottled grey-and-brown scales allow it to swim almost unnoticed through the marsh waters. Easily startled, they will bite with very little provocation. Its usual prey is any small creature that it can catch: frogs, beaver kits, fish, water rats, or ducklings, although it will attack larger beasts if it feels threatened. Its poison is adapted to be effective in many different types of creatures. Its large fangs deliver the poison deeply, allowing it to take effect with extreme rapidity.

When injected naturally, *Marsh Adder (S. "Lyg Loeg")* venom is a 10th level poison. Victims failing to resist by more than 50 die in 5 rounds due to respiratory paralysis. Those failing to resist by 1-50, fall victim to flaccid paralysis — their joints become loose and immobile for 1-100 hours. (See Table 2.3 for a summary of poisons.)

2.45 THE BLACK MINK

These medium-sized carnivorous mammals are larger than most other creatures of their kind and are strong swimmers. Some reach lengths of 4 feet and weigh as much as 80 lbs. They are voracious eaters and often seem to be possessed of a surprising degree of evil intelligence: they have been known to watch until a young animal strays too far from its mother before attacking, and, even worse, have figured out the work schedules of Marshmen in order to take the opportunity to attack kids in the pens when the Men are gone. Although they are usually loners, in the spring they come together in groups of 7-12 to choose mates for the year. At this time they go berserk and will attack, en mass, anything that crosses their path, including man-sized beings. They cannot be driven off, only killed, and will fight until literally torn apart, regardless of minor injuries such as the loss of a limb (although, of course, such a loss would slow them down). If an intact pelt is somehow obtained (by poison, drowning, or a blow on the head), it is worth a great deal of money (6-10 gp), for they have fabulous fur: thick, black, glossy, and entirely waterproof.

2.46 THE FISHING CAT

These wildcats have the mottled grey-and-brown camouflage pattern of any creature that wishes to be stealthy in the marsh. They are well-adapted to the watery life, able to swim moderate distances and to fish adeptly with their paws by flipping the fish out of the water in the manner of bears (which can also be found in small numbers in the marsh). They will also eat birds and frogs, if they can catch them, but they are at their best when fishing. They can be tamed, with difficulty, and trained to bring their catch to their owners, but only the kittens can be called "cuddly"; adult cats are quite fierce and are definitely one-person pets.

TABLE 2.4 SUMMARY OF BEASTS IN THE DAGORLAD AND WETLAND AREAS

Type	Lvl	#/Encoun	Size	Speed	Hits	At	DB	Attack (Primary/Secondary/Tertiary)	Notes
Grabwort	4-5*	1	M-L	-/F	125	No/1	50	70LGr/ – / –	Digests unresisting prey w/ acid: each round = 2 hits + "A" Heat crit.
Ninevet	4*	1	L*	M/VF	130	SL/7	10	70LBa/80LGr/40MBi	Drowns prey.
Marsh Adder	1	1	S	F/VF	12	No/1	60	50Ti/ – / –	Aquatic and terrestrial: powerful poison (see Table 2.3).
Black Mink	1	7-12	S	VF/VF	50	SL/3	60	50MBi/ – / –	Unaffected by stuns; fights until killed.
Fishing Cat	1	1-5	S	VF/VF	50	SL/3	50	30MCl/20SBi/ –	Can be trained if caught as kittens.
Deer (Stag)	2	4-8	M	VF/F	70	SL/3	40	20MHo/20MTS/ –	Will flee, won't fight unless cornered.
Black Bear	4	1-2	L	MF/MF	140	SL/8	20	50LGr/40LCl/10MBi	May grapple or charge.
Wild Boar	3	1	M	F/M	120	SL/4	30	30MBa30/20MTS/30SHo	Will charge on sight; bad-tempered.
Feral Dogs	2	6-15	M	F/F	75	SL/3	40	60MBi/ – / –	Intelligent, hunt in packs; don't fear Men; will attack Men & horses.
Dagorlad Goat	1	4-8	M	F/F	50	SL/3	50	60SBa/30SHo/20STS	Fast and wary; only fight if cornered.
Warhorses	5	any	L	F/F	160	SL/4	30	70MTS/30MBa/ –	Battle-trained.
Asdriag horses	4	any	L	F/F	140	SL/4	30	50MTS/30MBa/ –	Fast and tough.
Basic horse	3	any	L	F/F	110	SL/3	30	40MTS/20MBa/ –	Easily startled.

*Statistics are only given for specimens large enough to attack thinking beings. Grabworts of the two largest sizes can do this: those lvl 4 or higher can attack Hobbits, children, hunting dogs, etc. Lvl 5 can attack a grown man.

Codes: See *MERP* ST-2, page 89 for detailed account. Attack codes start with OB. The first letter indicates the size and severity of attack: T = tiny, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack: Ba = bash, Bi = bite, Cl = claw, Cr = crush, Gr = grapple, Ho = horn, TS = trample/stomp, We = weapon. For example: "50SCl" = "50 OB, Small attack, Claw."

2.5 THE PEOPLES OF THE REGION

2.51 THE MARSHMEN (NINNIDEN)

The Marshmen will be discussed first, as is appropriate to the eldest inhabitants of this inhospitable land. As far as any scholar can tell — from their language, which still bears a faint resemblance to *Sindarin,* and their lifespan of approximately 90 years (in spite of the many ailments of the marsh) - these hardy folk must be descended from the *Edain,* but how and at what point they arrived in the *Wetwang* is anyone's guess. The Marshmen keep no written records, although with the recent influx of Gondorian settlers, some Marshmen have begun to use the runic *Cirth* to write both *Westron* and their own tongue, which they call *Ninnelen* (abbrev. Nn).

Marshman Culture

Marshmen lead a rather simple life, mostly hunting and fishing. Recently - since the engagement they call "The Great Battle" (the Battle of Dagorlad, S.A. 3434) - they began keeping herds of goats and doing some vegetable gardening. At that time the *Cult of* ***Yavanna***, centered on the ***Vala*** they call *Jevinnë,* became important. Before that, all of the Valar except for *Orome (Nn. "Eremi")* were worshipped as a group. Eremi was venerated with great devotion as the Master of Hunting, although in time Jevinnë, the Mistress of Agriculture, became just as important. Neither cult is as important to the Marshmen as that of the one High God *Eru (Nn. "Iroi"),* but Iroi is thought of as a lofty abstraction, cold and aloof, while Eremi and Jevinne are like beloved grandparents to whom one can run with any problem. Thus these two Valar tend to receive most of the prayers, if not most of the reverence, of the Ninniden. The servants (priests) of Eremi are usually male, while those of Jevinne are usually female, but exceptions to both rules are not uncommon.

Marshmen live in small villages scattered on islands or groups of islets throughout the marshes. Due to an influx of refugees from the now-unsavory eastern areas (i.e., the Dead Marshes), the formerly rare expedient of building huts on rafts of reeds has become common. Marshmen consider the situation temporary, for although it has taken them a while to organize themselves (Marshmen are rather solitary, clinging to their own villages), groups of young Marshmen are now involved in a wholesale effort to clear new land on previously unused islets for settlement. In the meantime, many of these unfortunates have found a temporary home in the huts of existing villages. Although Marshmen are shy and solitary, once they know that someone is in trouble they become warm-hearted and generous, as is the case with many isolated, primitive peoples.

Marshmen generally make little of the differences between the sexes, except in the already-mentioned category of the priesthood (which is not celibate) and the obvious case of childbearing. The general rule is that each person does what he or she is best at, so that the woman with the nursing infant must stay near the village and prepare food, or scrape hides, or garden — but so must the clumsy man or the elderly person. A light-footed, clear-sighted girl is sure to be out hunting with her brothers. The most important thing to the Marshmen is that everyone is bringing in as much food, tools, or clothing as possible. The admittedly superior strength of the menfolk only becomes an issue when carrying home whole deer, bear or boar, which are in any case momentous occasions. The usual fare is waterfowl, fish, or frogs.

Marshmen are a smallish people, the men 5'5" to 5'10", the women 4'11" to 5'6". They have pale, sallow skin with dark eyes and hair, although blue or grey eyes and red or blond hair are occasionally evident. They are usually shy but gentle and courteous to the stranger, despite their fondness for feuding among themselves. These feuds are usually settled by, at worst, a pole-fighting match, but more often by wrestling or by a contest of skill. They do not make swords or other tools for the killing of Men; hunting knives, bows, and spears are their only weapons, and all have practical purposes. Even the poles used in pole fighting have the everyday use of killing deer.

Marshmen are usually clad in skins, although recently they have begun trading for cloth from the Gondorian settlers. They wear tunics, leggings, waders of Ninevet gut for fishing in winter, furlined wrap-around coats, and soft boots or slippers. Their homes are one or two room structures of mud-plastered reeds woven over a wooden frame. They work little metal but weave elaborate belts and headbands from leather and feathers, dyed with the plentiful dye stuffs of the marshes.

Marshman Government

The Marshmen live isolated in their island villages much of the time, but once a year they have a mass council meeting of chiefs and priestly personnel on the holy island of ***Tel*** *Belarin.* There the high priest of Eremi — *Envir* — and the high priestess of Jevinne — *Kerit* — make their home. The weeklong council ends with the Summer Solstice Festival. Anyone can come to council and submit questions and requests. During the year, complicated questions that cannot be solved by local headman and that cannot wait for the yearly council are sent to Envir and Kerit. If they feel that they cannot resolve the matter themselves, they call a special council meeting. This happened most recently when news of the Plague first came to the Nindalf.

Although the Marshmen have traditionally stayed with their own kind, ways change. The increasing desolation of the eastern marshes and the temptations of the more sophisticated life of the settlers from Gondor have caused some of the younger folk to leave the marshes. To the sorrow and shame of the Marshmen, one of a band of five bandits recently hanged by decree of the commander at *Tir Nindor* was a young Marshman.

2.52 THE MEN OF GONDOR

Until the Plague, a large number of settlers steadily migrated to this area from the more civilized lands to the west. First came the soldiers, who built roads and fortresses in the name of Gondor. Fast on their heels came the settlers, mostly younger sons of good families, looking to hold a fief and become *Requain (S. "Knights").* Next came merchants, craftsmen, and innkeepers, who constructed towns at wells and crossroads, encouraged by the government's offer of cheap land and military protection from raiders (usually in the form of government-built stockades or even proper towns with stone walls). Finally, the luxury people arrived: tailors, jewellers, musicians, wine merchants, dancing girls, and so on. Soon dozens of thriving little towns served the trade routes from Rhovanion and lands farther east. Civilization had come to Gondor's eastern holdings.

Much of this has changed, of course. Whole towns are empty, as most of their people died in the recent plague (T.A. 1635-7), and the survivors fled westward. Estates and fortresses now lie abandoned. Of the dozen or so towns in the immediate area, only five are still viable. Only three of the eight fief estates still exist, and only one of these can still provide its levy of troops. Two fortresses had to be abandoned and their troops sent back west or reassigned to the three remaining citadels. Gondor is no longer the dominant presence it once was in the area.

Even so, the people of Gondor retain their pride. The remaining healers, usually the finest in the area, still serve the folk of the countryside. Merchants make the most of what goods they can get. The commanders of the three fortresses and their overlord still attempt to administer the justice of Gondor fairly throughout the area.

Just as they are the principle merchants of the area, so the folk of Gondor are the principle users of minted currency. The Marshmen and Easterlings in the area barter almost exclusively. Gondorians also almost the only source of fine finished goods in the area, whether one speaks of swords, silks or scents. Both the Marshmen and the Easterlings buy most of their knives, cloth, and arrowheads from Gondor's merchants.

2.53 THE ASDRIAGS

Two tribes of these relatively peaceful Easterling nomads may be found in the Dagorlad region. They suffered cruelly from a lack of good healing power during the Great Plague of 1635-7 and their numbers are much reduced. (In spite of the fact that they were nomads who, according to most theories of infectious disease, should have avoided the worst ravages of the Plague. But then, the Great Plague broke many accepted rules.)

Asdriag Culture

The *Asdriags* are a dark, stocky (men to 5'11", women 5'5") race who herd cattle and goats on the Western Dagorlad. This was never an easy mode of existence, for the forage was just barely adequate for their beasts, and other sources of food — except for trade — are almost nonexistent. Even so, this rather barren plain still means home and safety to the *Ashkira (As. "Arrowsmith")* and *Vethrig (As. "Sharp Blade")* tribes. No one else wants the land, so they can pitch their felt-and-hide huts, which they call *"Arshtia"* (singular, *"Arsht"),* in peace.

Religion has been a great source of comfort for the Asdriags in the terrible time just past and in the barren present, for they have a belief that the Great Age of the Asdriag People will be preceded by a time of great troubles, with many dying foul deaths of disease and treachery. The powerful Asdriag *Priestesses (As. "Huriga"),* noting the higher survival rate of Gondorians during the plague, have begun emphasizing the importance of the proper choice between the two rival *Chief Gods (As. "Hur-hurhudria")* of the Asdriags: *"Kor-Sharhaigun",* or the *Black Master,* usually identified with *Morgoth* and popular with the warlike Easterners; and *"Hur-Iriga",* or the *Lord of Light,* generally identified with *Eru* and popular with the Asdriag Priestesses. The legends say that those who make the wrong choice will be cast out *of Arda* into the eternal darkness of the Void.

Asdriag Government

The two tribes of Asdriags here are the two smallest and weakest of all the tribes. Every five years they journey eastward to meet with their fellows from the other tribes, exchange mates, choose a new *Hurdriak,* or *"King of All Tribes",* tell wild tales, and so on. In between times, the tribe is ruled by a chief who is advised closely by the tribe's highest ranking priestesses, who choose the *Huka,* or anointed elite warriors.

2.54 THE URBAN NORTHMEN

These settlers from the towns of the *Nan Celduin (S. "River Running's Valley")* are primarily merchants who wished to share in the good fortune associated with the rich trade routes through the western areas of Dagorlad. They still appear as their more clannish ancestors and cousins: tall (but not as tall as the folk of Gondor), with blond or red hair and blue or grey eyes. They have adopted the dress of Gondor however, except that the men usually wear beards. They all still speak the Rhovanion tongue, as well as the Common Speech, ***Westron***, and consider themselves a different people — although they mix freely with the folk of Gondor on both business and social occasions. Intermarriage is still frowned upon by conservatives in each group, but it is becoming more common.

2.55 ORCS (S. "YRCH")

Some may not consider the Orcs a people, but since they have a man-like form, a loose tribal structure, and some degree of intelligence, they are considered so here. These strong, ugly, quarrelsome creatures were one of Morgoth's earliest creations. To create them, the Black Enemy performed breeding experiments on Elves that he had captured, and thus he created a race that, although not inherently evil, was easily corrupted to evil's ways. Orcs come in several varieties, notably: (1) large burly fighters; (2)



small wide-nosed trackers; and (3) massive and intelligent *Uruk-hai* (sing. *Uruk),* who are trusted with command and key guard positions.

In spite of these differences, all Orcs have much in common. They have tough hides and iron constitutions and are clannish, argumentative and — outside of their tribes — cannibalistic. Most cannot bear sunlight, although the Uruk-hai merely dislike it. Orcs are capable of forging excellent weapons and armor and can build effective, albeit inelegant, fortresses. Their clothing (what little they wear) is foul and crude, but their armaments are usually in perfect condition.

Until recently, Orcs had not been seen in these regions since the breaking of Sauron's power at the end of the Second Age, but almost 50 years ago quite a large party of Orcs was seen marching along the eastern edge of the Dead Marshes. The witnesses — huntsmen attached to a Gondorian estate that has since been abandoned because of flooding — barely escaped with their lives. Since then, sporadic reports of Orcs in the Dead Marshes have been made. No one knows what they are doing or how they are surviving, for the Dead Marshes have little to offer in the way of food, even to one as indiscriminating about proper diet as an Orc.

2.56 TROLLS (S. "TEREG")

Even less of a case exists for defining Trolls as a people than for Orcs, but they are a race and this classification fits them as well as any other. As Orcs are a twisted, distorted version of Elves, so Trolls are the Morgoth's version of *Ents* — the gentle, huge, tree shepherds of *Fangorn Forest.* Trolls are large and powerful but extremely stupid, and the common varieties turn to stone when exposed to sunlight. The *Olog-hai,* a superior breed developed by Sauron, can withstand sunlight and are more intelligent than other Trolls. Evidence does not support the popular belief that Trolls can regenerate severed limbs or even the entire body from one morsel of flesh, although they will continue to fight aggressively after a limb is removed. Oft-times, they do not seem to feel pain.

Trolls are not native to this area, but they or something very like them have been reported in the last ten years in the southeastern portion of the Dead Marshes. If these were indeed Trolls, they must have been Olog-hai, for these sightings have been made in broad daylight. Few return after nocturnal expeditions into the heinous swamp.

2.6 UNDEAD BEINGS

Due to the meddling of Sauron and the flooding of the principal graves, cairns, and barrows of Dagorlad by the eastward march of the Dead Marshes, ever-increasing numbers of Undead have been found in this region. This suits the Dark Lord's needs, for this region sits astride the route between the evil fortress of *Dol Guldur* and Mordor, Land of the Shadow. Sauron is quietly repopulating and rebuilding his strength in Mordor, and uses the wilds of Dagorlad and the Dead Marshes in order to conceal the movement of his servants.

The General Nature of the Undead

Undead creatures are Mortals whose Spirits remain active in *Arda.* All are bound to something, either to a specific place or to a specific object. Often this tie stems from some spell, but usually the place or object was important to the Spirit when it was a living being or became significant at its death. The creature will not range far from this focus, although powerful spirits have more leeway in this, and if the focus is portable (i.e. a sword) and is moved, then the Undead will follow it.

Also, the Undead are, by their very nature, hostile to the living. Some are very actively so (e.g, the *Wights* of *Cardolan's Barrow-downs)* and pursue living beings that they perceive as old enemies; for instance, the spirit of a Black Numenorean might actively haunt an Elf. Many others have no active dislike of the living, but merely see them as a source of the life energy that they crave. They do harm by merely being near extant creatures, since they cannot utilize any other form of energy and must draw sustenance from the living. Even the most well-meaning and intelligent Undead creature (and there are such, though they are rare) cannot help but kill.

There are thought to be three primary types of Undead creatures (differentiated by their substance): physical, partially physical, or totally spiritual. Within these three classifications, however, the strength and abilities of individual beings can vary a great deal.

2.61 GHOULS

Ghouls are corpses or skeletons animated by the will of the Undead spirit. They are capable of doing physical damage with weapons or by using their teeth and long, clawlike nails. Since they can draw on the energy of the remains of their physical bodies, they do not always need to draw much strength from the living. While they are without exception flesh eaters who feed upon their victims, they are generally the least dangerous of the Undead, although individuals may be quite fearsome. They are revolting and gruesome in appearance, and there is little chance of mistaking them for living beings. They are rarely intelligent and tend to make boring dinner guests.

2.62 WRAITHS

Wraiths, by contrast, may be quite intelligent. Wraiths are also the only forms of Undead that need not be created by a violent death: Sauron's Ringwraiths are an outstanding example. They straddle the line between life and death, living and dying at the same moment. The Wraith is a creature whose physical structure has been so changed through magic, either before or after death, that it only partially exists in the physical world. This has happened to some evil Mages who have sought immortality and have resorted to twisted magic. Other Wraiths were once very powerful lords who "refused to die" — those who passed with undone deeds foremost in their thoughts.

Wraiths almost always drain the energy of their victims, although those possessing another source of power can choose not to do so. Their shadowy forms are not physical enough to allow the use of ordinary weapons, but they can employ enchanted items. Wraiths can, if they wish, assume a somewhat fair form for a short while, but they are not very good at it, and even if the illusion does not appear foul, it will often look "wrong" to any but the most unobservant being.

2.63 GHOSTS

Ghosts are in many ways the worst of the Undead, for they lack all physical trappings, being creatures purely of spirit and energy. In fact, they do not even exist unless a source of energy (i.e., a living being) comes near enough to "fuel" them. Normally, they lie dormant and invisible to the eye or common spells. When a Ghost does show itself, it appears as the original being did, with the illusion being more or less perfect according to the power of the creature. Ghosts can be detected by spells that perceive presence, good, evil, etc., but only when they have manifested themselves. Stronger spells which provide more detailed information (e.g., race) may show them for what they are.

Ghosts are quite intelligent and exhibit the same sentiments that they felt as living beings. In fact, they rarely know that they are dead. A "good" Ghost who was very intelligent or altrustic while alive may be persuaded to enter the next world on his own, but most must be exorcised by Clerics or Animists, or by destroying the focus. (An attempt at the latter will cause an immediate and very aggressive attack by the Ghost.) Other Ghosts are simply waiting for something to happen (i.e., a guard who was killed while guarding a crucial post may develop into a Ghost who cannot leave the area or this world until relieved of his post). In any case, Ghosts are complex and dangerous to deal with, for while you negotiate with a "good" Ghost, it will constantly and unconsciously drain you of your life energy.

Examples of various types of Undead found in the Dagorlad and Dead Marshes area may be found in Table 2.6.

TABLE 2.6 SUMMARY OF THE UNDEAD

Type	Lvl	#/Encoun	Size	Speed	Hits	At	DB	Attack (Primary/Secondary/Tertiary)	Notes
Ghoul	1	any	M	M/F	25	No/1	10	25SBa/30SCl/10SBi	Animated corpse; recently dead. 25% chance victim's wound will be infected. Stupid, concerned only with killing intruders. *RM* Class I.
Greater Ghoul	**3**	**any**	**M**	**MF/F**	**50**	**No/1**	**20**	**40MBa/50SCl/45We**	**Inhabits swamp. Vegetation-preserved corpse. Ghastly appearance forces all within 10' to make RR vs. 3rd lvl Fear attack or be stunned 1 rnd. 50% chance victim's wound will be infected. Stupid, concerned only with killing intruders. *RM* Class II.**
Skeleton	7	any	M	F/F	100	No/1	30	50We/60MBa/—	Bare bones of being. Those within 10' must make RR vs. 7th lvl Fear attack or be stunned 1 rnd. Somewhat more intelligent; will utilize objects at hand. After 3 rnds within 10' it will drain 3 Const pts/rnd until victim dies. *RM* Class III.
Skeleton Lord	**10**	**any**	**M**	**FV/FV**	**135**	**No/1**	**40**	**95We/70LBa/—**	**Bare bones of dead Lord. Those within 10' must make RR vs. 10th lvl Fear attack or flee. After 4 rnds within 10' it will drain 4 Const pts/rnd until victim dies. Intelligent but cannot cast spells or use wands, etc. *RM* Class IV.**
Corpse Candle	7	1-5	M	F/-	100	No/1	30	—/—/—	Large creature crit table. Remains of corpse, covered with an illusion to appear whole. Lurks in water and seems to hold beckoning light. Only attack is a 7th lvl spell: victim failing RR falls into trance and has 4 pts of Const. drained each rnd until death. *RM* Class III.
Corpse Lantern	**10**	**1-2**	**M**	**VF/-**	**135**	**No/1**	**40**	**—/—/—**	**Large creature crit table. As Corpse Candle, but attacks at 10th level and victim failing RR will drown self trying to reach image. Drains 5 Const. pts/rnd. *RM* Class IV.**
Swamp Star	5	1-2	S	VF/VF	20	No/1	70	—/—/—	Appears as small bright light. Attempts to lure victims into deep water, bogs, or quicksand using a 5th level Spell of Luring. While victim perishes, the Swamp Star will drain 6 Const pts/rnd. *RM* Class IV.
Ghost	**7**	**1-5**	**M**	**F/F**	**100**	**No/1**	**30**	**—/60MBa/50We**	**Large creature crit table. Lesser Spirit appears as subtle hazy image of living being. Victim must roll perception roll to realize plight. Uses guile to stay close to victim. When within 10' it drains 3 pts of Const. each rnd until victim dead. *RM* Class III.**
Greater Ghost	15	1-2	M	VF/VF	165	No/1	50	—/110We/90LBa	Large creature crit table. Greater spirit. Appears as living being. Uses guile to get close to victim. Those within 10' must make RR or fall into trance for 1-100 rounds, during which Ghost drains 5 Const pts/rnd. *RM* Type V.
Barrow-wight	**15**	**1-2**	**M**	**VF/BF**	**165**	**No/1**	**40**	**110We/90LBa/—**	**Wraiths. Remains of body covered with a shadowy illusion; they appear as dark forms with eyes akin to faint lights. Intelligent, can use spells and items of power. Those within 10' must make RR or become entranced and then led to Wight's abode. There, Wight will drain 5 Const. pts/rnd until victim dies. *RM* Type V.**

3.0 POLITICS IN THE REGION

The most obvious political power in the area is Gondor, which, even after the ravages of the Plague, remains the most visible significant force. Northmen and Marshmen still regard the men of Gondor as their rightful overlords, descendants of those who broke the forces of evil so long ago and who more recently beat back the Easterlings. The few Easterling tribes in the area are as yet unwilling to challenge Gondor's might, for they can still see stone fortresses and lines of matched troops, the like of which these poor Asdriags could never match. Yet Gondor's might is even now diminishing. The necessity of pulling back from the few forts that still watch Mordor has opened the way for a new actor to reenter the arena: Sauron, in disguise as the *Necromancer ojDol Guldur*.

Sauron, of course, has no intention of making any obvious moves at this time. He will not show himself until nothing of Gondor remains in the area — aside from abandoned forts and ghost towns. Yet even now he toys with marsh and plain: the new hordes of Undead awakened in the graves of the Dagorlad are the products of his doing, as are the new terrors around *Sarnen Thuringwath*, that ancient source of native nightmares. Slowly but surely, what was once the domain of the Lord of the Rings will be his again.

Not allied to any particular movement are the bands of bandits, disaffected soldiers, and half-starved, plague-maddened peasants roaming the areas once travelled by wealthy merchants. These fellows make travel by the roads as hazardous as travel overland. To these landless scavengers and human jackals, Sauron is only an old legend to scare children, and Gondor is only a source of spoil. Their only law is that of survival, of the sword and the axe, the bow and the spear.

4.0 PLACES OF INTEREST

The areas of Dagorlad and the Dead Marshes have a rich history and serve as a crossroads for trade between Gondor and the vast reaches of the East. This corridor is the gateway to the territories Gondor calls *Dor Rhûnen (S. "Eastern Lands")*, and also embraces the main road into the eerie land of Mordor. There are a number of intriguing sites in the region, but a few are of particular note.

TABLE 4.0 GAMEMASTER'S MAP KEY

1 —	Tir Nindor/Caras Gwindor	7 —	Camlan's Refuge
2 —	Tel Verenaer	8 —	Haudh-en-Ohtarrin Morin
3 —	Tir Ingon	9 —	Thuringwathost
4 —	Tir Nimmen	10 —	Haunted Townsite
5 —	Eithel Celebrin	11 —	Asdriag Winter Camps
6 —	Tol Malbor		

Note: see color area map, inside front cover.

4.1 THE FORTRESSES OF GONDOR

The well-built stone fortresses erected by Gondor for the defense of her eastern lands are still a reminder of that nation's might, even in these sad times. One of the most impressive is *Tir Nindor (S. "Wet-land Watch"),* the area headquarters. This handsome structure sits on a man-made mound near where the road from Gondor branches south to Ithilien and east to the frontier. It is the home of the *Targen,* the area commander, and is overseen by Bergil, a man of excellent reputation in both fortress and town. There are said to be 147 troops in Tir Nindor, along with many carpenters, masons, cooks, grooms, and all such noncombatant personnel that are required to keep a fortress in good running order. There are, of course, disease and disaffection here as there are among all of Gondor's forces these days, but Tir Nindor certainly still seems to have control of the region. Within its tall outer curtain wall buttressed by many wall towers, inner towers that are even taller loom. A stout wooden ridge and walkway lead over the deep dry moat to the massive front gates. These open onto the outer yard, where the fortress' craftsmen work at the upkeep of the place and where the grooms, hawk-keepers, and dogboys exercise their hooved, winged, and pawed charges. Another large set of gates here lead to the inner yard, where the soldiers, officers, and healers live. Tir Nindor is always busy with troops and patrols going in and out, a fine symbol of Gondor's continuing vigilance in the area. Only a sharp eye would notice that the veterans slouch at their posts and get overly drunk in town, or that their weapons are rusty and the tower's stones crumbling at the edges.

4.2 VILLAGES OF GONDOR

In recent years, many of the settlements in the region have been depopulated or abandoned. Those that remain are like most of the Gondorian towns found east of the Anduin and north of Ithilien: they are fortified and lie on crucial roads or arteries within hailing distance of one of Gondor's many citadels.

4.21 CARAS GWINDOR

This small village, surrounded by a stout stone wall and lying near the fortress of Tir Nindor, has a much larger percentage of professional people than would be considered usual for a village of its size. This is due to its proximity to the fort and trade road and its distance from any other type of income source. Visitors can have a meal, rent a room, get healed, bathed, or drunk, all for a small fee. The surrounding countryside features the Steward's Granaries, where grain is stored for later shipment to the new capital of *Minas Anor (Minas Tirith),* several small farms, a slaughterhouse, a blacksmith, a cartwright, and a stable, where one can board one's horses or buy new ones. The town is always glad to see new faces, for new faces usually mean new money.

4.22 EITHEL CELEBRIN

Perhaps even more peculiarly adapted to the needs of the traveller is *Eithel Celebrin,* located on the trade road and now one of the last of the many waystations that served the numerous merchants who travelled through in better times. Protected by a wooden palisade, it is a businesslike place with a few children or gardens but many craftsmen and inns. The herbalist, healer, weapons dealer, and even the new astrologer have fine reputations among those who pass through town. The *Apple Tree Inn* is particularly well-recommended.

4.3 THE TOMBS OF DAGORLAD

These sad monuments dot the plain before the Black Gate; many of them have been swallowed by the Dead Marshes. Others have been plundered by bandits. One that has not is the infamous *Haudh-en-Ohtarrin Morin (S. "Mound of the Black Warriors"),* said to be the tomb of some of the Dark Lord's mannish supporters. This long, low mound is sparsely covered with the thin grasses of the area and features a massive oaken door facing east. None have yet dared to open it.

4.4 TOL MALBOR, LAIR OF THE BANDITS OF THE DEAD MARSHES

Once there was on the Eastern Dagorlad a fair estate called *Parth Mallin ("Golden Fields").* The marshes gradually crept up to the property and started to swallow the buildings. In vain its lord and master built dikes to hold back the waters, but the forces of nature and the Undead were too much fop the estate and its people; the master's eldest son was lured into the waters one night as he tended a dike. He was never seen again. Heartbroken, the lord gathered up the remains of his family and retainers and went back to *Imloth Melui* in Gondor. The handsome manor house with its carefully tended gardens lay abandoned for nearly 70 years.

Now Parth Mallin has a new name, *Tol Malbor ("Isle of the Golden Fist")* and a new master, a bandit, who loves the place even as much as its old master did. Even though the walls are disintegrating and one of the towers stands entirely surrounded by the teeming waters of the marsh, he loves it. His men have planted Daynet and Grabworts and snares where they will surprise unwanted visitors, and the vaults of the old estate provide plenty of room for his ample collection of stolen treasure. The proud towers no longer stand above carefully tended flowers and fruit-trees: now they loom in the mists above groves of poisonous Pangwood and rows of pit traps. Parth Mallin is once more just as "fair" as the land around it.

4.5 SARNEN THURINGWATH

This grim formation of rocks southeast of the Dead Marshes has always been a place of mystery and terror for the natives of the area, It was said to be the home of Demons and Ghosts, for haunting lights flickered over the stone spires at night, and those few who dared to go there were never seen again.

Now the rumors have come true with a vengeance. Orcs and Trolls are often seen wandering nearby on plain and marsh at night. A black figure with a dark aura has been seen riding toward the rocks, and a party of young marshmen who ventured nearby was attacked; two of its members were never seen again. *Miruimor* is making her presence known.

Yet, if one were bold, cautious, and foolish enough to creep up to *Thuringwathost* (as its inhabitants call it) and get past the steep walls of natural rock and the sentries to look within, one would find a paradox: a lovely little garden with a pond, benches, and trees. This is Miruimor's private haven, and few who see it ever see anything else again. One can only imagine what the rest of such a woman's stronghold would look like.

5.0 ADVENTURE GUIDELINES FOR DAGORLAD AND THE DEAD MARSHES

This section provides some helpful Gamemaster notes which relate to running adventures in the areas of Dagorlad and the Dead Marshes. The GM should read over these guidelines before studying and selecting one of the adventures that follow in Sections 6.0 through 9.0.

5.1 DISEASES

Unfortunately, diseases are an everyday part of life in these areas. Leftover illness from the Plague and the usual ailments of the Marsh, combined with the effects of unburied bodies in some areas, make catching some sort of disease almost inevitable. The Disease Table below outlines the most common serious ailments circulating in the area at this time. Player characters (PCs) should only be in danger of disease in appropriate circumstances: for instance, they would be unlikely to catch a flea-transmitted disease while out in the Dagorlad where there are few animals and fewer humans.

However, if PC's take foolish risks (e.g., drinking water from a doubtful source, staying in the unclean beds of a cheap inn, eating food found in a robbers' cache, etc.), they must run the risk of catching a disease.

This is resolved by having the PC's involved make two resistance rolls, versus two disease attack rolls, using any available Race and Stat bonuses. The first RR is to avoid catching the disease entirely. For this, the disease's contagion factor is used as an attack add. The second RR is made if the PC indeed catches the disease, and this roll shows how well or how poorly the patient's body resists the effects of the illness. For this roll, the disease virulence factor is used.

If PC's do not have the spells or herbs necessary to fight the disease, then the nonmagical treatments in the last column must be used.

5.2 PLAYER CHARACTER BACKGROUNDS

The region around Dagorlad and the Dead Marshes is one populated mostly by Men, and few Elves or Dwarves are seen in the area. Naturally, the area offers Men the larger number of possible backgrounds. Animists find the wide variety of herbs and poisons fascinating, and are in great demand as healers. Warriors (Fighters) and Rangers come here in service to the Army of Gondor, both as professional troops and levies. Professional troops generally have better fighting skills, while those the levies often know the area better and have a wider variety of nonfighting skills. The frontier forces in this corridor also require a healthy complement of Scouts, since the wilds of Mordor and the wetlands are difficult to watch with limited sources of troops. Like the professional and levy troopers, many of the trackers, rogues, and scouts associated with Gondor's army settle here after their period of service. Land is plentiful after the Plague. Once settled, these Men join the other residents of the region in their common defense against tribal raids, incursions of Orcs, attacks by the Undead, and the ever-present activities of robber bands.

The large amount of goods traveling along the roads connecting Gondor and the East have also brought criminals. Thievery and murder are common, since the strain of depopulation has made it difficult to properly patrol all the roads. Many rogues and thieves from abandoned estates or the major cities of Gondor have selected this area as a place to try their trade. Some were once good citizens who turned to a life or crime out of desperation. Others come from the local tribes: Northmen, Marshmen, and Asdriags.

Nonhumans are harder to place in this area. Dwarves occasionally come here as traders or envoys to teach metalwork to the army's smiths (as a token of friendship to the Steward of Gondor) and, although Elves scorn desolate areas, Elven traders and adventurers are infrequent visitors. Many of the First-born come from the port of *Pelargir* on the Anduin or from the Silvan communities of *Lórien* and *Northern Mirkwood,* while others hail from faraway *Lindon* and come seeking the place where so many Immortals died at the end of the Second Age. For the same reason, Mages from all races have an interest in the remains left on the fields of Dagorlad; great power lies within the tombs of the fallen.

5.3 SELECTING AN ADVENTURE

Sections 6.0-9.0 are devoted to specific adventure sites and organized according to locale. The principal floorplans and NPCs are described, as are a number sample plot lines. All are accompanied by a story and suggested adventure, although a GM might opt for a different course of action. In order to provide flexibility, a list of adventure alternatives is provided at the end of each section. A difficulty factor has been assigned to each plot.

The GM should take a look at the strength and experience of the PCs involved in the game and choose an adventure which provides a challenge, but is not too difficult. As a simple note, the adventures generally get harder as the text progresses (i.e., Section 7.0's are, on the whole, easier than Section 8.0's). Actually, Section 6.0 covers more settled and safe areas from which to start an adventure or campaign. In these areas, PCs can buy and sell goods and solicit aid and information. The players might wish to begin their travels from one of the points described in Section 6.0.

5.4 SUGGESTIONS ON RUNNING ADVENTURES

Get to know your nonplayer characters (NPC's). Read what Sections 6.0-9.0 and the NPC charts have to say about the principal NPC's in an area, and try to think as that sort of person would. Remember, for instance, that Cambre the bandit leader is very charismatic and clever, and will try to recruit an NPC who looks as if he or she would be a good addition to his band — even if Cambre finds them breaking into his headquarters!

Look over the layouts of the complexes and note where guard points and weak points are. Even if a room does not have an occupant indicated (for instance, the library in Thuringwathost), consider the possibility that someone may be there when player characters break in (for instance, Camallin, Turgarin, and Miruimor all spend lots of time in the library, Camallin sleeping or reading as the other two read).

TABLE 5.1 DISEASES OF THE WETLANDS AND THE DAGORLAD

Illness	Source	Incubation Period *	Contagion Factor	Virulence Factor
Marsh Flux	Contaminated Food or Water	12-24 hours	30	20
Cyclic Fever	Ticks, lice	12-24 hours	15	15
Red Fever	Contaminated Food or Water	8-12 days	40	25
Yellow Rheum	Mosquitos	3 days	30	30
Quaking Fever	Leeches	1-3 days	35	20

Effects of Disease (in order of appearance)

Illness	Minimum (RR failure 01-25)	Maximum (RR failure 26+)**	Treatment***
Marsh Flux	Diarrhea, vomiting, cramps, and thirst, last 1-3 days.	Dehydration and coma last 2-7 days, 20% chance of death due to shock (01-20)	Fluids, salt, rest, liquid diet.
Cyclic Fever	Sweating, low fever, and blurred vision, last 2 days, then a 1 week remission followed by 1-2 more cycles of the same symptoms.	High fever for 4 days followed by 1 week remisison as for minimum effect but for 3-12 cycles. 50% chance of blindness (26-75); 25% chance of death (01-25).	Febrifuges, rest.
Red Fever	Headache, high fever, restlessness, and nosebleeds last 7-10 days - after 6 days a red rash appears all over.	Vomiting; disease lasts 10-14 days. 40% chance of death from pneumonia, peritonitis (perforated gut), meningitis (inflammation of brain), or heart failure.	Febrifuges, rest, liquid diet
Yellow Rheumatic Fever	Headache, backache, fever, vomiting and jaundice (yellowing of skin) last 4 days, followed by period of weakness (-30 to all actions) lasting 6-11 days.	Bloody vomiting and internal hemmorage last 6 days, followed by 11-18 days of weakness. 20% chance of death (01-20).	Febrifuges, liquid diet, rest.
Quaking Fever	Swollen glands, fever, trembling of limbs, irritated muscous membrances (nose, throat, etc), and cough for 3-5 days.	High fever, chesty cough, and violent muscle spasms for 6-10 days. 30% chance of loss of 1-20 points from constitution, 15% chance of death (01-15)	Febrifuges, muscle relaxants, rest

*Period from contact with infection source until first symptoms appear.
**In addition to all minimum effects (except for duration of illness).
***Nonmagical treatment. Spells and special herbs and drugs can be of great help.

Save your heavy guns for dire occasions. Most groups will have enough trouble with Thuringwathost (if you remember all the traps and guards) without Feagwath being there on inspection.

5.5 USING TRAPS

The layout sections in Part III (Sec. 6.0-9.0) include a number of references to traps and locks. As an aid to speed play, the following cross-references are provided for GMs using *MERP* or *Rolemaster.*

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to the *MERP* table MT-2, p. 79 (or *RM: Character **Law***, Sec. 15.32).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all at p. 70 (or *RM: Claw Law).*

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 at p. 71 (or *RM: Arms Law).*

Non-magic items are only used with *Rolemaster.* When using *MERP* all items with bonuses are magic.

6.0 SAFE STARTING POINTS FOR ADVENTURE

The areas under the control of Gondor are relatively peaceful and stable. Gondor's military might, albeit waning, is still capable of insuring order, except in the most remote of wilderness areas. Adventurers traveling to the Dagorlad and wetland regions will find the towns and fortresses to be stable refuges, and ideal bases from which to venture into the wilds.

6.1 TIR NINDOR, A MAJOR GONDORIAN FORTRESS

Tir Nindor is the principal focus of Gondorian power in the region, and acts as the residence of the ruling Targen. Its position commands the principal crossroads and affords the garrison easy access to the Dagorlad or marsh areas. It also serves as immediate protection for the nearby town of Caras Gwindor.

6.11 THE LORDS AT TIR NINDOR

The *Targen,* or area subcommander of the Dagorlad region (under the Regent of the Eastern Lands) is *Derufin,* a man whose experience of civil government is as small as his courage and military expertise are great. He distinguished himself in several campaigns in the East and was thus rewarded with the position of Targen of the Wetlands Forces. He is a stickler for military etiquette and sincerely believes the men of Gondor to be superior to the men of any other race. This attitude does not endear him to the Northmen, Marshmen, and Easterlings in the region over which he rules. Nor does his experience with military law and court-martial cases make him very effective as a civil judge, which his current position requires him to be. He has little luck in getting the world-weary, second-rate veterans assigned to the frontier fortresses to act like the crack front-line troops that he used to command. He usually takes out his displeasure at this by interfering in the professional lives of his immediate inferiors, the *Thengyn* (captains) of the three fortresses left under his control after the massive pullback necessitated by the Plague.

The first two Thengyn are both middle-aged career officers who dislike their assignments but don't like to make waves. They are *Angbor,* assigned to *Tir Ingon,* the northern fortress at the foot of the Emyn Muil, and *Rincar,* Thangon of *Tir Nimmen* on the fertile strip of former marshland to the south. The third Thangon assigned to Tir Nindor, the area headquarters, is another matter.

Bergil, Thangon at Tir Nindor

Bergil is a relatively young (34) and ambitious man. He started a brilliant career in the army of Gondor, was an innovative and perceptive Ohtarin at Fortress *Durthang* on the very walls of Mordor, and was well-liked by both his men and fellow officers. But when a little matter of corruption and bribery came up on the North Ithilien High Command, Bergil's sharp perception and high sense of honor led him to report his thangon to the Steward himself. This got him a reputation as a troublemaker, for although his superior was indeed guilty, he was valuable for other reasons to the Steward. Obviously, any charges filed against an officer as fine as Bergil would have to be false, so the Gondor High Command had to find another way to put him out of the way without seeming to discipline him. The answer was obvious: the Thangon of Tir Nindor had been in command for 8 years and had constantly complained of the mosquitos, the slovenly veterans he was assigned, the wells constantly fouled with marshwater, the strange natives, the crazy reports of Orcs to the southeast, and so on. The Plague was the last straw. Obviously, the poor man deserved promotion to a better post. Just as obviously, Bergil deserved his own command (at a distance from

TABLE 6.1 NPCs AT GONDOR'S FORTRESSES

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Derufin	20	175	Pl/18*	75*	Y15	Leg	190bs*	170cp*	30	Dúnadan Warrior (fighter) +20 bs "Ramthoron"; +10 metal cp; +15 normal shield; mithril chain = +10 breastplate; Collar negates 25% neck criticals; Amulet of Lifekeeping (1 day, works instantly, one use).
Bergil	12	135	RL/10	65*	Y15	Leg	145bs*	140cp*	20	Dúnadan Ranger. +15 bs; Levitates to defend at +30 for 3 rnds; +15 target shield; +10 cp; Bracelet of Clotting stops 3 pts/rnd bleeding.
Handir	13	50	RL/9	30*	N	–	60fa*	20sb	15	Dúnadan Animist (lay healer). +5 fa = +5 bs with +10 bonus vs Ch or Pl; Amulet +10 DB, 3x PP; Wand of Blood Ways (Blood Mastery) enables free use of those spells 1x/day; Ring allows spells with no range to be cast 10', total 78PP/day; 18 spell lists.
Mallin	7	50	RL/10	50*	Y10	Leg	60fa*	40cp	10	Lsr Dúnadan Bard. +5 fa = +5 bs with +10 bonus vs. Ch or Pl; +10 target shield; Ring 3x PP; total 42PP/day; 8 spell lists.
Angbor	12	130	Pl/18	65*	Y15	Leg	140bs*	135cp*	15	Lsr Dúnadan Warrior (fighter). +15 bs; +10 cp; +15 shield; Amulet 10 RR bonus vs. Channelling.
Rincar	11	125	Pl/18	65*	Y15	Leg	140bs*	135cp*	15	Dúnadan Warrior (fighter). +15 bs; +10 cp; +15 Shield; Ring of Leaving (100' 1x/day).

* – Magical Item(s) involved in bonus.

CODES AND COMMENTS.

a) Shields equal to 20 or 25 of DB. If ***ROLEMASTER*** is being used, an * means armor is magical or specially made.

b) Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry (e.g. orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

c) Weapon abbreviations follow OBs: ss – short sword, bs – broadsword, sc – scimitar, th – two hand sword, ma – mace, ha – hand axe, wh – war hammer, ba – battle axe, wm – war mattock, cl – club, qs – quarter staff, da – dagger, sp – spear, ml – mounted lance, ja – javelin, pa – pole arm, sl – sling, cp – composite bow, sb – short or horse bow, lb – long bow, lcb – light cross bow, hcb – heavy crossbow, bo – bola, ts – throwing star, hb – halbard, cb – crossbow, us – usriev, fa – falchion. Animal attacks are abbreviated using code from "beast chart".

d) The numbers after the Armor Type listed determine the characters exact armor. The number applies to the pertinent ***ROLEMASTER*** armor class. **Gr** indicates the use of Arm Greaves or Leg Greaves. All armored NPC's are assumed to wear helmets.

Durthang). So, as of **1639,** Bergil became the youngest man ever to receive command of a regional headquarters.

He would have preferred to do without the honor. His former brilliance means nothing to the bored, mosquito-ridden troopers at Tir Nindor. His experience in scouting and patrolling Mordor was no preparation for the problems of disease, petty pilfering, and disaffection that are commonplace. The Targen makes his life miserable by calling him on the carpet everytime a trooper shows up drunk or dirty for inspection — which is 90% of the time.

Bergil's Aides

Yet the job is not totally impossible or without consolations. ***Mallin*, a** Bard who is the Targen's personal secretary, is as perturbed by his employer as Bergil is and, on the increasingly rare occasions when the Targen is at the fortress (he's decided that inspecting the countryside and the other two fortresses, plus popping back in for surprise inspections at Tir Nindor, is a better way of doing things), likes to dice with Bergil and amuse him with witty anecdotes and pungent gossip that he picks up while touring with the Targen. Handir, the chief lay healer assigned to the fortress, turned out to be a distant cousin of Bergil's, and the two enjoy occasional hunting expeditions together. Handir is fascinated by the culture of the Marshmen and likes to spend his spare time (he has more of it than Bergil does) in the nearby marshes, talking to the healers and clerics.

Bergil does have help in running the fortress. *Damrod,* the chief support officer, is trying his best to run things smoothly, but it is an uphill struggle. Food supply lines have increasingly deteriorated, and efforts to get the troops to like available foods, such as the native mudbean, have mostly been dismal failures. A recent increase in the pilfering of food and supplies has been noted, and the baggage trains carrying the payroll have been robbed twice in the past five months.

Bergil's last supporters have not really made themselves known to him yet. They are two units of specially trained warriors that were assigned here at the same time that he came from the now-abandoned Fortress Durthang. One of their *Ohtarinna — Cirion —* served under Bergil at Durthang, as did several of the troopers. Although Bergil knows that these men are at Tir Nindor, he does not suspect (for, in spite of everything, he is fairly modest) how much they still admire him, or how much they resent seeing a good officer like him being forced to run a second-rate operation like Tir Nindor.

Military Operations at Tir Nindor

Bergil's regular duties include overseeing the daily operation of Tir Nindor, a fortress of nearly 180 men: 147 military and 31 non-combatant support personnel. This is a sizable garrison including seven 20-man *Falmarcel (S. "Running Waves"),* the standard military unit in the region. Five — four infantry and one cavalry — are regular forces. The other two Falmarcel are the elite forces from Gondor. Their assignment to Tir Nindor lends Bergil some prestige, since most ***Thengyn*** (sing. ***Thangon***) command no more than 100 men. However, as busy as this large operation keeps him, what with organizing patrols, changing watches, assigning leave and so, he must still make time for other duties.

As the representatives of the government of Gondor in this area, the fortress commanders have to try civil law cases that the local town and village governments think are too serious to handle themselves. These commanders are also in charge of overseeing trade permits, requests for town and village fortifications (one of Gondor's perks to settlers), and requests for military escort of vital supplies, such as healing herbs, through dangerous areas. The Targen thinks that all this civilian nonsense is a waste of his time, and it has become one more reason for him to avoid prolonged stays at Tir Nindor, for in his absence, Bergil must undertake these duties. Bergil is thus a harassed and unhappy man much of the time. At least he has managed to restrict civil court cases and other fairly urgent civil business to the second and fifth days of each week, with hearings for permits twice a month, on the second and fourth days. He has also tried to persuade the nearby village of Caras Gwindor to handle as many of their own cases as possible, but they often insist that they need an impartial judge, and Bergil is the only one available.

6.12 THE FORTRESS LAYOUT FOR TIR NINDOR

The fortress of Tir Nindor is built upon a manmade mound of earthwork 30' in height. The ditch around it (i.e., the dry moat) is 15' deep. The outer curtain wall is 20' high and 8' thick. Its D-shaped outer wall towers are 30' high, while the massive gatehouse is 40' tall. The inner curtain wall is 30' high, and its towers rise 50'.

The outer yard serves primarily as a parade ground. Here troops are inspected, assembled for duty, and here they practice their skills in mock combat. The inner yard is merely access to those structures that open onto it. During a truly brutal siege, however, a last stand could be made there.

The Exterior Plan of the Fortress

Note. refer to the color layouts at the end of the book

1. **Outer gatehouse.**
2. **Kennels.** Guard dogs, tracking dogs and the Targen's hunting hounds are kept here A dogboy lives with the hounds and looks after them. (He as well often looks like them.)
3. **Mews.** Messenger crows and the Targen's hunting hawks The austringer, who trains and looks after the birds, lives here also
4. **Wood shed and timber store.** Materials for repairs, new structures and firewood.
5. **Inner gatehouse.**
6. **Carpenter's and Mason's shops.** These professionals live above their workplaces.
7. **Well.**
8. **Stables.** The cavalry horses and the Targen's and Thangan's personal mounts are kept here. The grooms and stablehands live above. The feed and saddlery is also stored above
9. The Keep. Offices and quarters of the Targen, Thangan, and guest rooms
10. **The Great Hall.** Serves as a dining hall on most days, but trestle tables can be shifted to form an audience hall on more formal occasions
11. **Kitchen.** A large hatchway leads from here to the Great Hall, through which the company cooks pass dishes of food from which the troopers help themselves The cook and scullions sleep over the kitchen, supplies are kept in cellars below
12. **The Bathhouse.** Large boilers over braziers heat water for troopers to wash themselves and their clothes, if they do not want to pay the laundry in Caras Gwindor to do the latter.
13. **The Storehouses.** This is Damrod's realm His office and quarters and those of his clerks and the messengers are here. Foodstuffs, uniform tunics, boots, lamps, oil, rope, nails, tools are kept here — everything but weapons, healing herbs, armor, stone and wood.

SUMMARY OF GONDOR'S MILITARY ORGANIZATION IN *DOR RHÚNEN*

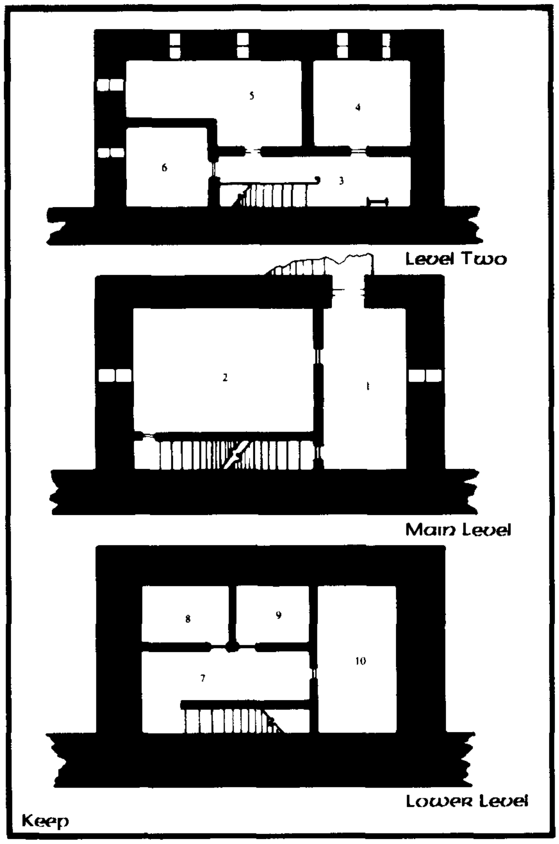
Leader	#	Command	Purpose
Regent	1	Army (2,000 + men)	Territorial Governor
Targen	4	Ohtarrim (500 men)	Provincial Governor
Thangon	20	Falmendak (100 men)	Citadel Commander
Ohtari	100	Falmecel (20 men)	Unit Commander

TABLE 6.11 NPC SUMMARY: GONDOR'S GARRISON

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ohtarinna/10	Lsr Dunedain	8	110	Ch/15	60	Y20	—	110bs	110cb	10	Command 20 infantry. (infantry)
Ohtarinna/4	Lsr Dunedain	8	110	Ch/15	45	Y5	—	100bs	115ml	10	Command 20 cavalry (cavalry ohtarinna)
Ohtarinna/3	Lsr Dunedain	9	125	RL/10	50	Y10	Leg	130bs	120cp	15	C. 20 scouts/rangers. (special forces)
Ohtari/200	Lsr Dúnedain	3	35	Ch/14	35	Y10	Leg	75bs	70cp	-5	Garrison troops. (infantry)
Ohtari/80	Lsr Dúnedain	3	35	Ch/15	30	Y	—	75bs	70sp	0	Medium cavalry. (cavalry)
Ohtari/60	Lsr Dúnedain	4	50	RL/10	35	Y	Leg	85bs	80cb	10	Track and scout. (special forces)

14. **Barracks.** These long, two-story buildings provide ample sleeping room for the 140 men
15. **The Armory.** Storage for spare arms and armor, and equipment for cleaning and repairing same
16. **The Healers' quarters and offices.**
17. **The Infirmary.** These latter two buildings are surrounded by their own wall and an herb garden maintained by the healers
18. **The Donjon.** Ohtarrin quarters above, prison below
19. **Outer Wall Towers.** All of their second and third levels are alike, but the ground levels vary according to where the towers are in the fortress

Interior Layouts



The Keep

This is not truly a keep, but it is called that because of its resemblance to that basic type of defensive structure.

MAIN LEVEL

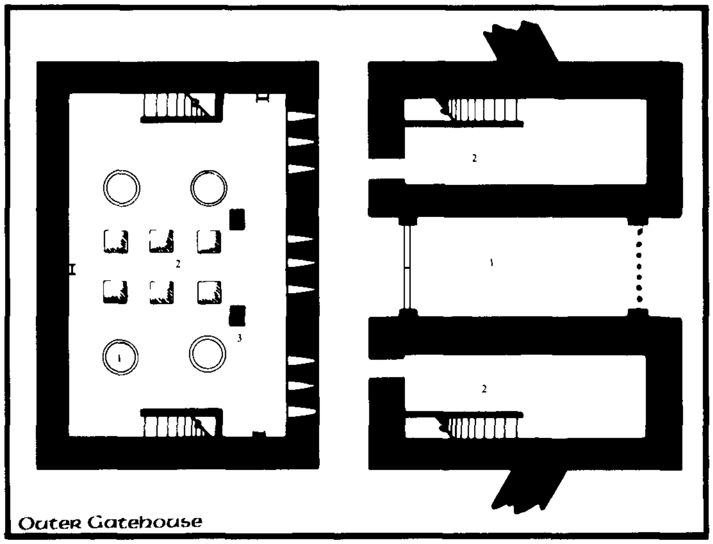
1. **Hallway.** The duty officer of the day sits here at a desk to answer questions and receive orders from the Thangon There is also a trooper on duty at the door at all times A door at the end of the hall leads to a stairway down
2. **Officers' mess and meeting room.** Officers not eating with the men that day take their meals here Cooks bring the meals over from the kitchen Staff meetings are also held here A door at the back leads to a stairway up

LEVEL TWO

3. **Hallway.**
4. **Bergil's quarters.** The only difference between his quarters and those of his of fleers is the red-and blue rug on the floor
5. **Derufin's quarters.** This small room is crammed with books on military strategy and chests full of clean uniform tunics Everything is so clean that a hypochondriac could eat off it without worrying about infection Derufin keeps it that way himself
6. **Guest quarters.** Similar to Bergil's, but with a small tapestry on one wall as well as a rug on the floor

LOWER LEVEL

7. **Hallway.**
g. **Mallin's quarters.** Mallin hates this basement room and does not spend much time in it on the rare occasions that the Targen (and hence Mallin) is at the fortress
9 **Bergil's office.** A desk, chair, and two bookcases fill this small room
10. **Derufin's office/parlour.** Includes a massive desk with chair, four bookcases crammed with yet more books on strategy and military practices, two comfortable, leather cushioned chairs, a small rug, and a little carved table



The Outer Gatehouse

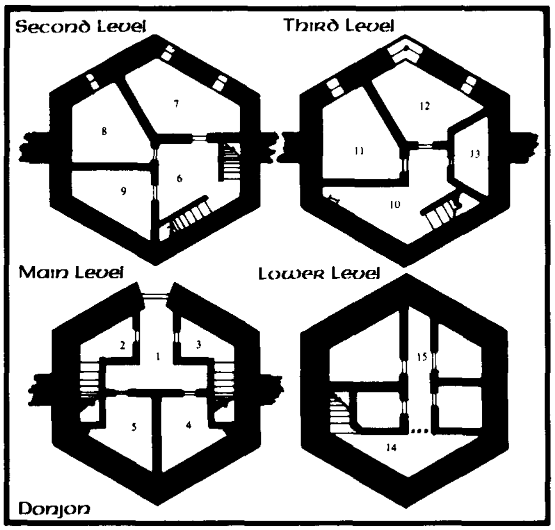
LEVEL ONE

1. **Gateway.** A portcullis can be lowered to block the way from the bridge across the dry moat (the bridge is wooden and can be burned away in time of siege) Massive iron-faced oaken doors lead into the outer yard, these can be barred with a bar that takes five men to haul into position
2. **Gatetowers.** Stairways leading up

LEVEL TWO

This level is one room with two stairways leading down

1. **Huge Kettles of Water over braziers.** The kettles are slung on chains and can be swung into position over the murder holes
2. **Murder Holes.** These can also be used for dropping stones or hot coals on those trapped below, if the water runs out
3. **Mechanism for raising and lowering portcullis.**
4. **Ladder to roof.** Roof is flat and surrounded by a crenellated wall that gives protection to defending archers



The Donjon

LEVEL ONE

1. **Hallway.**
2. **Stairhall to stairs down.** Door is always locked
3. **Stairhall to stairs up.** Door is usually open
4. **Brandir's Room.** He has the most recent date of commission and so is most junior and gets this room It is cold and drafty Furnished with a plain bed, chest, and desk and chair, it is like all rooms of Ohtarrin
5. **Empty Room.** Currently empty and used for storage, mainly of Derufin's extra uniforms (dress uniforms)

LEVEL TWO

6. **Hallway.**
7. **Cirion's room.**
8. **Halbarad's Room.** Two officers of special units from Durthang reside here
9. **Dorlas' room.**

LEVEL THREE

10. Hallway. A ladder here leads to the roof.

11. Halmir's room.

12. Arminas' room.

13. Sarmith's room.

ROOF LEVEL

The roof is flat, with a low, crenellated wall and a flagpole.

LOWER LEVEL

14. Hallway. Two men are on duty here at all times.

15. Prison. In cells 15a-15d are an assortment of drunken troopers and local criminals from the town and countryside, either doing time or awaiting sentencing.

6.2 CARAS GWINDOR

Caras Gwindor (S. "Gwindor's Town") was founded 368 years ago, shortly after the establishment of Tir Nindor as area headquarters. The founder, a merchant named Gwindor, used all his savings to buy land near the fortress, which he divided up into lots and sold to the highest bidders, encouraging good prices by pointing out that all those soldiers would need some place to spend their off-duty hours, buy goods for their girlfriends, get their wash done, and otherwise spend their pay. Thus Caras Gwindor attracted several inn-keepers, professionals, and merchants. Still, it was not really near anything except the fortress, and so the town never grew very large.

6.21 POLITICS AND SOCIETY IN CARAS GWINDOR

Caras Gwindor is governed by a council of seven. These representatives are elected every three years by a vote of all townspeople (this definition is stretched to include farmers within 10 miles of the city, of which there are few) over the age of 16 who have never been convicted of major crime (theft, murder, arson, rape, assault, forgery, embezzlement, etc.). The council then elects a headman (or woman) who has final say in all civil affairs: for instance, it is the headman who decides what cases will go to the Tir Nindor commander for judgment. The other civil position of note, that of town clerk, is hereditary. The clerk is of the house of Gwindor. His or her duties include writing up building and trade agreements and permits, keeping the council hall clean (it is his office when council is not in session), and overseeing the stockpiles in the town storeroom. The council meets once a month, and the clerk keeps records of their actions.

This all sounds wonderful, but as a matter of fact, there are worms in this little apple. The headman was, for the past 73 years, from the *House of Beleg,* whose heirs always bear the name of *Beleg* or *Belegorn.* These wealthy folk made a fortune buying land outside the town and later selling it to would-be farmers who settled nearby. Instead of setting up a fief estate, the original Beleg decided to settle in town and form a militia. The militia was disbanded by council vote in 1531, as the Belegorn of that time was using it to extort money from the townsfolk. The charismatic house of Beleg soon recouped its prestige and its sons began to be elected council members and later, Headmen again. This monopoly lasted until two years ago, when the current Headman, Beleg, died of the Plague. An emergency council voted *Sulimith,* the healer, Headwoman, citing her tireless actions on the town's behalf in saving many from the dreaded disease.

Sulimith's rule was formally reinstated at this year's election. The only dissenting council votes were her own and that of Belegorn, son of Beleg. She voted for *Tarbeth,* the calm and common-sense owner of the *Wayfarer's Rest Inn.* Belegorn voted for himself.

Since then Belegorn, who had always considered his eventual rise to Headman as inevitable and who was not quite as saddened by his father's death as a good son should be, has been busily trying to bring Sulimith down. He claims that the original council vote on her position was only an interim measure for the duration of the Plague, that a healer cannot rule well if she is always going into healing trances, that her rule is responsible for the bandits raiding the outlying farms recently (because the bandits see a female ruler as a sign of weakness), that her husband's death in the Plague has unhinged her with grief, and that if it hasn't, what kind of a heartless monster is she, anyway? His ravings have unfortunately found support not only among his brash young friends but also among the more conservative men of the town. Women have ruled in Caras Gwindor before, but not for 168 years, and most Headmen have been male. Sulimith does not bother to answer his ravings at all: she is indeed distraught by her husband's death — for she loved him dearly — but her healer's training keeps her from showing it much. She knows that most of the men who voted for her sincerely believe in her good sense and qualifications for running the town and is determined not to betray their confidence in her. She only confides her doubts to her son *Herluin,* also a healer, who now takes as much of her case load as he can, and to *Voronwen,* the old seer, whom most folk think to be mad and senile. She is not; she is not even very absentminded, but her esoteric studies and preoccupation with hidden knowledge make her seem very peculiar indeed to the down-to-earth merchants and tavern-keepers of the village.

Belegorn's chief supporters include *Hunthor,* owner of the ***Green Crow,*** who thinks that Belegorn is a chip off the old block and therefore should be ruling; *Bregor* the tinsmith, who thinks that women should run households, not towns; and *Brelam,* the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Sulimith's chief supporters are Tarbeth, *Mablung* the smith, and *Brilwen,* the proprietress of the ***Willow Tree,*** all council members who know that Belegorn is too young, hot-headed, and egotistical to make a good headman. Belegorn's father was also hot-headed and thought well of himself, but at least he knew how to run a village. Sulimith's supporters are sure that she can do the same.

6.22 TRADE IN CARAS GWINDOR

Gondor sets no rules on the governing of individual towns, except that they must pay their taxes on time and in the full amount (unless disaster strikes) and that they must be accountable to the local military commander.

TABLE 6.2 NPCs AT CARAS GWINDOR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Sulimith	10	70	No/1	20	N	-	55da	61cp	30	Lsr Dunedan Animist (healer). Ring x3PP, total 60 PP/day, 11 spell lists.
Belegorn	7	106	RL/9	35*	Y5	-	100bs	91lb	10	Lsr Dúnadan Warrior (fighter) +5 shield; Cloak of Hiding (+50 once/day), Boots of Balance (+50 twice/day).
Herluin	5	45	No/1	20	N	-	30s&t	35sb	25	Lsr Dúnadan Animist (healer). Ring x3PP; total 30 PP/day; 6 spell lists.
Tarbeth	8	100	SL/5	60*	Y10	-	110bs*	100cb	25	Lsr Dúnadan retired Warrior (fighter). +10 bs; +10 shield; Amulet +10 RR bonus vs.Channeling; uses 80cl to break fights in bar.
Hunthor	3	50	SL/5	50	Y	-	65bs	60cb	25	Lsr Dunadan Warrior (fighter). +5 bs
Voronwe	10	45	No/1	20	N	-	5ss	10sb	30	Lsr Dunadan Bard (seer). Female Headband +10 RR bonus vs Channeling (or mentalism); Amulet x 3 PP; Orb of Seeing (+10 to spell attacks); total 66 PP/day; 12 spell lists.
Erestor	3	30	SL/5	40	Y	-	35bs	15sb	15	Lsr Dúnadan Bard; +5 bs; Ring of Invisibility (1' once/day); Amulet +5 RR bonus vs. Essence (or mentalism); 2 spell lists.

PRICES IN THE DAGORLAD AREA

Coinage System: Most of the coins used in the Dagorlad area are from the King's Mint in *Minas Anor (Minas Tirith)*. Coins minted at other royal mints (e.g , *Pelargir's*) are also common, as are pieces from *Dol Amroth, Arthedain*, and *Moria*. Few foreign peoples have currencies, but those few that do trade directly or indirectly with the merchants of this strategic corridor.

Exchange Rates: Gondor uses a silver standard, based on a ¼ ounce silver piece. Lesser denominations of bronze (¼ ounce) and copper (½ ounce) are the typical coins of the marketplace, while the rare ½ ounce gold piece is used only for the most expensive of transactions. The exchange rate:

1 gold piece (gp) = 20 silver;
1 silver piece (sp) = 10 bronze;
1 bronze piece (bp) = 5 copper pieces (cp).

Mithril pieces (mp), once equal to ten gp, no longer circulate. They bring between 50 and 100 gp in Gondor, but are rarely seen. Most end up in the Royal Treasury. For the worldwide exchange standards and price tables see *MERP* Sec. 4.8, p. 48-49 and ST-4, p. 81.

Coin vs. Barter. Barter is a common means of exchange in Caras Gwindor, and is even more prevalent as one travels to towns further east The prices in Eithel Celebrin are virtually the same as those in Caras Gwindor, but the use of coin is less common. When handling a barter transaction the GM should simply determine the relative worth of the goods based on the usual price

Good / Service	Cost	Note
FOOD AND LODGING		
Beer/ale	1cp	Quart
Brandy	1cp	Half-pint
Cider	1cp	Pint.
Mead	1cp	Pint
Wine	1cp	Quart
Light meal	*	Cheese, chowder, bread, pint of beer.
Normal meal	1cp	Fish soup or pie, bread, wine.
Heavy meal	2cp	Steak and vegetables, bread, chowder, fruit or fruit pastry.
Week's rations	5cp	Normal spoilage. 18 lbs.
Trail rations	7cp	1 wk. Preserved. 14 lbs.
Greatbread	2gp	1 wk Preserved. 4 lbs.
Waybread	10gp	1 mo Preserved 4 lbs
Poor lodging	1cp*	Communal sleeping.
Average lodging	2cp*	Separate bedding.
Good lodging	4cp*	Separate room.
Stable	1cp	Includes food for beast.

*Lodging costs includes a light meal.

Good / Service	Cost	Note
ACCESSORIES		
Boots	9bp	3.5 lbs.
Cloak	6cp	2.5 lbs.
Coat	11cp	7 lbs.
Padded Undercoat	10bp	3 lbs.
Pants	17cp	1.5 lbs.
Shirt	19cp	1 lb.
Surcoat	61cp	1.5 lbs.
Arrows (20)	48cp	3 5 lbs.
Backpack (20 lb)	18cp	2 5 lbs, 1 cu'
Bedroll (wool)	14cp	5 5 lbs, blanket.
Caltrops (5)	1sp	2 lbs
Cb bolts (20)	2sp	3 lbs
Fire-starting bow	1cp	.5 lbs; fire prep. 5 min.
Flint and steel	8cp	.5 lbs; fire prep. 3 min.
Framepack (45 lb)	24cp	3.5; 2 cu'.
Lantern	27cp	1.5 lbs; 10' radius light.
Lock pick kit	1sp	.5 lb; + 10 bonus.
Oil flask	2bp	.5 lb; 6 hr refill.
Pegs (10 wood)	1cp	1.5 lbs.
Pitons (10 iron)	9cp	2.5 lbs
Pole	6cp	7 lbs.
Quiver	6cp	5 lb, holds 20 arrows
Rope	14cp	6 lbs, 50', breaks *01-2 roll (unmod.)*
Rope (superior)	1sp	3 lbs; 50', breaks 01 roll (unmod)
Sack (50 lb)	6cp	2.5 lbs; 3 cu'.
Scabbard	23cp	1 lb.
Tarp	9cp	4 lbs; 5' x 8'; water resistant.
Tent	2sp	9 lbs; two man.
Torch	1cp	1 lb; 20' d. light; 6 hrs.
Waterskin (1 qt)	1cp	.5 lbs.
Weapon belt	4bp	5 lbs.
TRANSPORT		
Mature pony	44sp	Moves 4-20 mph; can carry 180 lbs
Light horse	34sp	Moves 5-30 mph; can carry 200 lbs.
Medium horse	49sp	Moves 5-25 mph, can carry 300 lbs
Heavy horse	70sp	Moves 5-20 mph; can carry 400 lbs.
Wagon	5gp	8'x5', 2-10 mph; can carry 1500 lbs.
ARMOR		
Normal shield	5sp	15 lbs.
Leather greaves	2sp	Arm or leg; each pair = 2 lbs.
Metal greaves	4sp	Arm or leg; each pair = 3 lbs.

6.23 THE TOWN PLAN OF CARAS GWINDOR

The town of Caras Gwindor hides behind a 10' foot tall stone wall built by the army of Gondor. The gateway is protected by a 30' tall gatehouse. Each gate is 8' tall and made of iron-faced oak. They can be barred from within. The wall has eight 20' tall towers set into it. These are hollow, with no floors inside, but a staircase runs up the inner face of the walls to a flat roof protected by a crenellated wall. Some businesses (and their owners, who usually live at their place of work) are forced to locate outside the town walls, either due to necessity or by local ordinance. In time of war, however, they are allowed to flee inside. These businesses include the mill and miller, the butcher and slaughterhouse, the stables, the blacksmith/farrier, and his smithy. Local farmers may also take refuge in the town, although many of the farms, like the Steward's Granaries, have their own stockades.

Note refer to the color layouts at the end of the book.

1. **Gatehouse.**
2. **Wall tower.**
3. **The Green Crow.** A low-class tavern that caters to alcoholic troopers and young townsmen who like to compete with them.
4. **Linmir's.** The town's only true brothel
5. **The Wayfarer's Rest.** The town's only "full-service" inn, providing fair food and lodging at a reasonable price
6. **Voronwen the Seer's.** A tiny, dilapidated house with a bloodshot eye inscribed on the door.
7. **The Public Baths.** For a copper, wash yourself. For a silver, use the steam room and have an attendant (of the same sex) scrub your back. Open to men until midafternoon, women from then until closing (sundown), except in summer, when the baths reopen to men again after supper.
8. **The Willow Tree.** A good wineshop, much frequented by officers, well-mannered troops, and respectable townsfolk of both sexes
9. **The Laundry.**
10. **The Weaver.**
11. **The Council Hall.** Meeting place and the clerk's office Trade permits and so on are issued here, and taxes are paid.
12. **Erestor's.** Jewels, sundries, perfumes, and sometimes small magic items can be bought here
13. **The Town Clerk's home.**
14. **The Healer's.** Sulimith and her son live above the office and infirmary.
15. **The Seven Stars.** A good tavern, but not as good as the Willow Tree Popular with younger officers, troopers who want just a pint or two, and younger locals Good for dependable gossip.
16. **Polig the Moneychanger's.** He will also lend money at 5% interest, compounded monthly.
17. **The Home of the family of Beleg.**
18. **The Home of the family of Gwindor.**
19. **The Town Store.** Grain and nonperishable foods are stored in case of siege Their upkeep and inventory is one of the clerk's duties
20. **Parien the Apothecary/Herbalist' Shop.** He always stocks *Thurl, Mirenna, Elendil's Basket, Aloe, Arfandas, Arnuminas, Attanar, Latha, Suranie, and Sweet Galenas* in quantities up to 10 doses For prices and for the availability of other herbs, see the Herbs Table in Section 2.3.
21. **Aenpe the Grocer's.** Dried fruits, preserved meat and fish, nuts, vinegar, grain, and other nonperishable foodstuffs are for sale here
22. **Goerdo the Cooper and Potter.** Barrels, pots, bowls, plates, cups, etc., are for sale
23. **Eldamir the Cobbler.**
24. **Tinsmith and Iron Goods.** Pots and pans, nails, hinges, etc , are for sale here.
25. **Town Dairy.** In the year T.A. 1492, the town council decided that, in the event of siege, a dairy with the town walls would be a great asset So a dairy was built and the wall was extended to surround it. Fresh milk, butter, curds, and cheese are available

6.24 THE RING OF THIEVES (AN ADVENTURE)

Setting: The Tir Nindor — Caras Gwindor area.

Requirements: None. This adventure is appropriate for inexperienced PCs.

Aids: So long as the mission is not compromised, Bergil will extend whatever aid he can. His concern about secrecy will limit his involvement, however.

Bergil, at Tir Nindor, suspects that the petty pilfering in the area is increasing, and may actually be affecting castle operations and security. He suspects a theft ring involving townsfolk as well as soldiers. He wants outsiders to investigate it because they will be unlikely to be involved. (There is no point in asking some officer to do it and have it turn out that he is on the take from the pilferers.)

Several soldiers, one clerk, and two cooks are involved at the fortress; in town, the contacts are the town clerk (who is also stealing from the town siege stores, a fact which no one else knows), *Hunthor* at the *Green Cow,* who stores the goods in his wine cellar, and ***Belegorn.*** Note that exposing Belegorn in this will earn the PC's ***Sulimith's*** gratitude.

6.3 EITHEL CELEBRIN, A TOWN ALONG THE TRADE ROAD

Eithel Celebrin (S. "SilverSprings") was founded in T.A. 1364 by a group of merchants. The town rests above a natural spring along the traders' road through the barren western Dagorlad. It is really no more than a large caravan stop, serving the needs of the merchants who bring raw materials west and finished goods east. The village has relatively few families with children, for the fights and occasional raids from bored or angry Easterlings make living here hazardous. No dynasties exist in Eithel Celebrin: people come here to make their fortunes and then move somewhere more comfortable. The village is ruled by a council of business owners who meet every other month to discuss business matters, primarily. They pay a man to look after the walls, gate, and the town square, where itinerant peddlers can set up shop. In addition, every business is required to send one man once a month to militia drill. The militia defend the town in case of attack.

6.31 PROMINENT TOWNFOLK

The most powerful individuals currently living in Eithel Celebrin are a varied lot. *Emeldir* runs the *Apple Tree,* a comfortable, homey inn. Her husband died of the plague, but her eldest son *Turin* — who grew up here and who has formed a strong (although unusual) friendship with two youths of the nearby *Ashkira* tribe of *Asdriags* — persuaded her to stay. She has been here longer than almost any other business person, and thus her word and advice are valued by everyone.

Tarlang, owner of the elegant *Golden Flask Wineshop,* is one of the richest men in Eithel Celebrin. He has good business sense and has never made a bad investment. *Palandal,* the herbalist, spent 15 years with a military unit of Gondor. His advice on long-term military policy in these uneasy times is often sought. *Tirgil,* the astrologer, has only been here a year. Because of his profession, people often ask his advice, but he is still a newcomer and not really part of the community yet. *Malcam,* the lay healer, is a respected member of the town, but he has withdrawn into himself since the death of his wife and baby daughter in the Plague. He blames himself for wanting to come here to make money after his time in the army. *Gwaeron* the grain merchant, who owns the feed store, is well on his way to becoming as wealthy as Tarlang, but he is not the man Tarlang is; he is loud and brash rather than suave and subtle. ***Halbar*** the dry-gods merchant is Gwaeron's principal buddy, a cautious man intent on making a fortune and leaving town as rapidly as possible.

The main news in Eithel Celebrin these days concerns the frequent raids on merchant caravans to and from the village. Gwaeron and his cronies insist that it is the rather poor and depleted Ashkira who are guilty and wants to have the army called in to wipe them out. Emeldir and Tirgil believe otherwise but cannot prove anything.

6.32 LAYOUT OF EITHEL CELEBRIN

This town is surrounded by a wooden stockade, 10'tall, with 30' tall towers at each of the corners and a pair flanking the gates. The upper 20' of the towers are constructed of wood, while the 10' high foundations are of stone. The wooden gates are 8' tall and faced with iron plates. Most of the shops and other buildings are also wooden. Except for the flowering fruit trees in the town square and the herb garden around the healer's house, the town is bare and utilitarian.

Note: refer to the color layouts at the end of the book.

1. **Bregor's Stables.**
2. **Edwilber's Slables.** Although the owners would dispute it, these two establishments are about equal in quality.
3. **Civrui the Saddler's.** Leather goods of all kinds except for shoes or clothing are made and sold here.
4. **Hossadam the Cartwright.** Carts and wagons are made, repaired, and sold.
5. **Grena the Grocer's.** Nonperishable foods such as cheese, preserved meat and fish, dried fruit, porridge-grain, etc., are sold here.
6. **Edacar's Feed Shop.** Feed (hay and grain) for horses and oxen is sold here.
7. **Verden the Farrier and Smith.** The sign reads: "Horses and oxen shod, iron tools made and repaired."
8. **Malvagor's Weaponry Shop.** Serviceable Broadswords, Short Swords, Falchions, Daggers, Composite and Short Bows, Arrows, Rigid and Soft Leather Armor, Greaves, Shields, Sword Belts and Scabbards, genuine Dwarvish steel Hand Axes, and kits for the upkeep of them all are for sale here, for the right price. In the back room, Malvagor also has a genuine +5 Elvish Longbow, a +10 Falchion, three +5 Arrows, a +5 Quarterstaff, and an Elvish +10 Dagger that glows within 50' of Orcs or Trolls.
9. **Amrohir's Dry Goods.** Blankets, rope, canvas, tents, etc., are sold here.

TABLE 6.3 NPCs AT EITHEL CELEBRIN

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Malvagor	5	65	SL/5	50	Y	—	90bs*	85cb*	25	Lsr Dúnadan Warrior (fighter). +10 bs+10; +5 cb; Bracelet of Landing (once/day); Amulet +10 RR bonus vs. Channeling.
Malcam	8	40	No/1	20	N	—	45fa*	15sb	25	Lsr Dúnadan Animist (lay healer). Amulet x3 PP; +5 fa = bs +15 vs Ch or Pl; total 48PP/day; 6 spell lists.
Tirgil	7	30	No/1	20	N	—	25fa*	5da	25	Lsr Dúnadan Animist (astrologer). +5 fa = bs +15 vs Ch or Pl; Headband +5 RR bonus vs Channeling (or mentalism) x3 PP; total 42PP/day; 9 spell lists.
Palandar	8	75	RL/10	40	Y5	Leg	99bs	93lb	10	Lsr Dúnadan Ranger.
Turin	2	30	No/1	30	Y	—	54ss	43sb	15	Lsr Dúnadan Ranger.

NPC SUMMARY: RURAL FOLK

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	Mov M	Notes
Starving/11-20	Rural Men	1	15	No/1	0	N	—	10sp/qu	10sp	10	Diseased and hungering (peasants)
Robbers/6-15	Rural Men	3	40	SL/5	30	Y	—	50bs	50cb	5	Deserters and bums. (warriors and rogues)

NOTE: Lesser Dúnedain can be treated as "Dúnedain" or "Urban Men" per ***MERP***, Section 2.21.

10. **Araclin the Clothier.** Tunics, leggings, breeches, shirts, jerkins, cloaks, hoods, belts, shoes, and boots in many sizes are for sale in this small shop. Alterations available for everything but footwear, generally at half the cost of the equivalent finished good.
11. **Malcam the Healer.** Malcam will try to heal almost anything for a reasonable fee.
12. **Tirgil the Astrologer.** Tirgil will "answer" your questions about the future for a reasonable fee
13. **Carcamir the Potter.** Wine jars, water jars, plates, cups, etc., are bought and sold
14. **Palandal the Herbalist.** Palandal can supply all of the following regularly, up to 10 doses *Thurl, Mirenna, Elendil's Basket, Aloe, Arfandas, Arnuminas, Attanar, LatHa, Suranie, and Sweet Galenas.*
15. **Hace's Hardware.** Tools, lamps, nails, buckles, hinges, buckets, pots, etc , are sold
16. **Imlahir the Baker's.** Bread, rolls, waybread (man-style, not Elvish), honeycakes, and turnovers fill the shelves. The baker is a *Beorning*, so all of his products are large and excellent
17. **Brothel.** Lumen and her three girls (five before the Plague) will attempt to make lonely travellers forget their cares.
18. **The Three Rubies Inn.** The Three Rubies offers expensive lodging and fine food.
19. **The Mug and Mattress Inn.** "The Mug and Mattress offers inexpensive but safe food and lodging " (Actually it is a dive).
20. **The White Mule Tavern.** The White Mule offers inexpensive ale and beer and moderate wines, plus bread, cheese and gossip
21. **The Apple Tree Inn.** The Apple Tree offers good food and fair lodging in a confortable home environment.
22. **The Golden Flask Wineshop.** The Golden Flask offers fine ale, beer, and wine plus a few items of decent food.

6.33 THE ASDRIAGS NEAR EITHEL CELEBRIN

Southeast of Eithel Celebrin, out on the Dagorlad, are a pair of Asdriag winter campsites. They are terraced hills which are covered with grass and surmounted by a low earthen wall. Both sit beside springs. One, that of the *Ashkira,* is quite close to trade road, and exists at Gondor's leisure. So far, these Asdriags have been content to live at peace with Gondor.

The chief (A.*"Hura")* o the Ashkira tribe is Wiliatan. The post is hereditary but if *Wiliaruk,* his heir, should seem in any way unfit (not that there is any sign of that), the Huka and the priestesses will choose a new chief. Wiliatan's priestess-advisors are *Shanva,* his sister-in-law, and her distant cousin *Tuva.* Tuva's son *Barakat* is the leader of the Huka, whom the Huka themselves pick. Shanua's son *Wiliazen* is also among the Huka, and he and his good friend *Shabun* have struck up an unlikely friendship with *Turin,* a youth in the town of Eithel Celebrin, which is near the Ashkira's winter camp. The three often go off for weeks at a time to hunt the sparse game of the Dagorlad.

6.34 SPIES IN EITHEL CELEBRIN (AN ADVENTURE)

Setting: Various places in Eithel Celebrin, specifically the Apple Tree Inn. In addition, the adventure may take the group out in the countryside — along the caravan road and possibly to the *Ashkira Asdriag* camp or the bandit lair at *Tol Malbor* (see Sec. 7.0).

Requirements: None. Even an inexperienced party can solve the mystery, although weaker groups should confine their activities to town or careful scouting in the countryside.

Aids: Discussions with selected and knowledgeable townfolk might help the PCs determine the possible suspects.

The local residents and Gondorian authorities are concerned about the caravan raids and wish to discover the nature and identity of the raiders. One mystery that bothers the villagers concerns the manner in which the thieves strike: how do the bandits know what caravans to attack?

Actually, it's because of *Hestan,* the bandit lieutenant from *Tol Malbor* (see Sec. 7.1 below). He occasionally comes to town posing as a hunter and sometime horse trader. On these occasions he drinks with *Gwaeron,* who knows many merchants and their plans. Hestan slips Gwaeron a little cash for letting him know this information. Of course, this is why Gwaeron keeps insisting that the Asdriags must be robbing the caravans. Lately, he has started to hint that *Emeldir's* son *Turin* is the one who sells merchants' plans to the Asdriags! Emeldir is furious and would love to see this disproved; she has a little money put away to pay for the proof, or the investigators (PC's) can take it out in credit at the Apple Tree.

6.4 ADVENTURING AROUND TEL VERENAER

The rich marshes of *Nindalf (Wetwang)* give life to the Marshman culture and provide a number of secluded village sites. Most are built beside ponds or slow-moving, navigable streams. One, *Tel Verenaer* is located in the far eastern portion of the swamp, near the main road that runs north from Tir Nindor and Caras Gwindor.

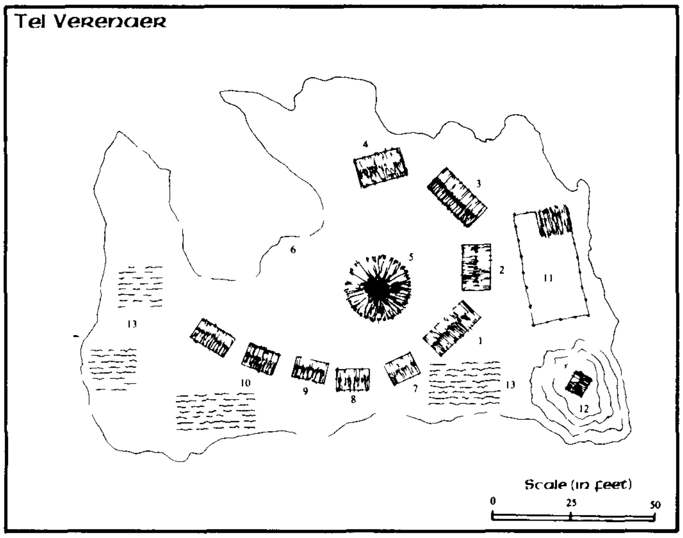
6.41 LIFE IN THE MARSH VILLAGE OF TEL VERENAER

Tel Verenaer is a fairly typical marsh settlement. The chief here happens to be male (about 45% of all chiefs are female). His name is *Kellir,* and his word is law in dealing with outsiders and in hunting, but only because everyone agrees that he is the best hunter. Moral questions and questions of ancient lore are refered to *Dirkal,* the priest of Eremi, or *Mirrin,* the priestess of Jevinne. *Shiril* the healer has a final say where the village's health is concerned. During the Plague, she and the healers of the three nearest villages organized the young men and women to insulate the area to prevent outsiders from entering and spreading the disease. Shiril set up an infirmary on an isolated island and nursed the few Plague victims herself. *Rellin,* the headman's niece, is the admitted leader among the young adults of the village, and indeed the area. She was the one who organized the ill-fated expedition to the Dead Marshes to find the few remaining Marshmen reported to be trapped there by ill-health and starvation. No survivors were found, but Orcs were, and two members of the expedition were captured.

TABLE 6.33 ASDRIAG NPC's (ASHKIRA TRIBE)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Wiliatun	9	100	Ch/13	55*	Y5	—	120us*	120sb*	15	Asdriag Warrior (fighter). +10 us (Usriev) = +10 lance or +5 2h sword; +10 sb; +5 Target Shield; Amulet +10 RR bonus vs Channeling; bracelet immediately removes 2 rnds of stun 1/day
Wiliaruk	4	50	RL/10	55*	Y5	Leg	75us*	70sb	20	Asdriag Warrior (fighter). +5 us = +5 lance or 2h sword, +5 Target Shield
Shanva	9	45	No/1	20	N	—	45da	45sb*	25	Asdriag Animist (cleric). Female. +5 sb; Amulet +10 RR bonus vs Channeling: x 3 PP; total 54 PP/day.
Tuva	8	40	No/1	20	N	—	40da	40da	20	Asdriag Animist (cleric). Female. Amulet +10 RR bonus vs Channeling: x 3 PP; total 48 PP/day.
Barakat	7	95	RL/10	55*	Y5	Leg	105us*	100sb*	20	Asdriag Warrior (fighter). +10 us = +10 lance or +5 2h sword; +5 sb; +5 Target Shield.
Wiliazen	4	50	SL/6	50	Y	Leg	75us*	70sb	20	Asdriag Warrior (fighter). +5 us = +5 lance or 2h sword
Shabun	4	50	SL/6	50	Y	Leg	65ss	75sb*	20	Asdriag Ranger. +5 sb.

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Hûka/30	Asdriag	4	50	RL/10	30	Y	Leg	80ss	75sb	0	12 Ashkira; 18 Vethrig
Common war./80	Asdriag	2	30	RL/10	30	Y	Leg	45ss	45sb	0	31 Ashkira; 49 Vethrig



6.42 LAYOUT OF TEL VERENAER

The village of Tel Verenaer is built on an island with relatively steep shores. The villagers keep the surrounding channels dredged and clear of Daynet.

1. **Headman's Hut.** This houses Kellir, his wife and three children
2. **Priestess' Hul.** The elderly priestess of Jevinne — Mirr — and her husband Gerro, live here with their tamed marshcat, Mufia.
3. Healer's Hut. The healer Shiril, her husband and two children live here
4. **Diravin's Hul.** Diravin lives here with his wife and baby
5. **Communal Kitchen.** A circular hut with a smokehole in the roof
6. **Boat slips.** The long canoes and rotund coracles of the villagers are tied up here. The coracles are virtually round and constructed of hide-covered wickerwork.
7. **Priest's Hut.** The old priest of Eremi and his wife live here
8. **Hennar's Hut.** Hennar the scout dwells here with his wife Imilir and their four children
9. **Serris' Hut.** Serris the herbmistress resides within with her husband Derrud the goatherder and their five children.
10. **Vilik's Hut.** Vilik the carver lives here with his wife.
11. **Goat shed and pen.** A lot of kidding around takes place here.
12. **Temple.** Just a roof atop poles set on a manmade mound Bloodless offerings of plants and fruit are made here. Eremi receives a blood sacrifice of a duck once a year
13. **Vegetable gardens.**

7.0 ADVENTURES WITH THE BANDITS OF TOL MALBOR

The bandits of Tol Malbor range over a wide area of the Dagorlad and prey on the commerce along the trade road that runs through Eithel Celebrin. They are a dangerous lot, and know the paths and trails of the wilds quite well. From their base at Tol Malbor in the eastern reaches of the Dead Marshes, they have terrorized merchants and travelers, and stolen vast wealth.

7.1 THE BANDITS, CAMBRE'S MEN

Tol Malbor is the home of Cambre's Men, a band of robbers and cutthroats who prey on farms, estates, and caravans. Their leader is *Cambre,* a charismatic man who deserted 17 years ago from the army of Gondor at Tir Nimmen. He is a handsome man of 41, a mixture of Dunedain and Northman blood showing in his 6'2" stature, red hair, handsome pale features and green eyes. He is suave and elegant, believing, possibly rightfully, that he is the descendant of kings. His lady is *Sirith,* the daughter of a noble but impoverished family of*Minas Anor (Minas Tirith).* She fell in at an early age with evil companions who introduced her to a life of crime. Sirith is wanted for theft of government funds in Minas Anor.

All of the bandits have similarly checkered backgrounds, a bond which ties them together like a brutal family. ***Hestan***, one of Cambre's chief lieutenants, is a Northman who killed a chief's son in a fit of temper over a wager involving horses, Hestan's life-passion. Hence he was exiled from his settlement. Cambre flattered him into joining. Hestan steals fleet horses from neighboring settlements and estates, and then, after a cooling-off period, sells them in Caras Gwindor. His frequent trips to Eithel Celebrin provide the bandits with information about choice targets (see Sec. 6.34). *Grasty,* the other lieutenant, is an Easterling oathbreaker, one of the *Sagath.* He is an enormous, strong, stupid, uncouth bear of a man whom Cambre keeps as a strong man and enforcer. He worships Cambre and admires Sirith, but she thinks he is beastly.

The other principal members of the band are *Ingold,* a military healer who was kidnapped into service, and now spends his time (when not healing bandits under threat of grave bodily harm) either cooking, washing dishes, or chained to a wall. Also in the band are *Huor,* a professional highwayman from the *Ringlo* Valley of Gondor who narrowly escaped being hanged there; and *Radhruin,* a red-headed thief from *Osgiliath* and his female apprentice *Helium,* who are like fish out of the water here. But to entice them, Cambre promised that he will soon be opening in-town operations. Meanwhile, they occasionally earn their cut opening locked chests and improving the locks and traps around Tol Malbor.

The remaining bandits are a motley lot of cutthroats. *Magor, Angbor, Derulin,* and *Hathol* are deserters from Tir Nindor. *Hirgon* and *Dintur* are local ne'er-do-wells. *Galdor* the magician was involved in an arson racket in Pelargir. *Kadida* the Easterling is an Asdriag girl who was persuaded to run off with a merchant from Osgiliath who ditched her in Caras Gwindor, where Hestan found her. *Leofa's* family all died because the local military commander, Angbor of Tir Ingon, said that Gondorian citizens were to be healed of the Plague by the fortress healers before Northmen and other scum were treated. She now hates the government of Gondor and

TABLE 6.4 MARSHMAN NPCs

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Envir	16	95	No/1	30	N	–	55s&t	20sb	35	Marshman Animist. Amulet +10 RR bonus vs Channeling 4x PP, Headband +10 RR bonus vs Essence (or mentalism) and +10 DB; total 192PP/day, 15 spell lists
Kerit	15	90	No/1	30	N	–	45s&t	20sb	35	Marshman Animist. Female. Boots of Waterwalking (5x/day), Ring 3x PP, total 135PP/day, 14 spell lists.
Kellir	8	75	No/1	25	N	–	70qs	50sb	30	Marshman Ranger. +5 qs; Amulet +10 RR bonus vs. Channeling; Wooden Ring +2 spells/day; total 8PP +2 spells/day; 4 spell lists.
Dirkal	9	55	No/1	20	N	–	45s&t	15sb	25	Marshman Animist. Amulet +10 RR bonus vs. Channeling 3x PP; total 54PP/day; 10 spell lists.
Mirrin	9	50	No/1	20	N	–	45s&t	15sb	25	Marshman Animist. Female Amulet +10 RR bonus vs Channeling +3 spells/day, total 36PP +3 spells/day; 11 spell lists.
Shiril	7	40	No/1	20	N	–	40s&t	10sb	25	Marshman Animist (healer) Female. Amulet 3 x PP, total 42 PP/day
Rellin	3	35	No/1	25	N	–	35qs	20sb	30	Marshman Ranger Female. Total 3PP/day 1 spell list (Nature's Ways)

Note: s&t = "Sweeps and throws." For ***MERP***, roll on the Grappling and Unbalancing Table (AT-6, p. 70) as a "Large" attack.

NOTE: Marshmen are treated as "Rural Men" per ***MERP***, Section 2.21.

finds satisfaction in robbing and killing their citizens and soldiers. *Sigfast* and *Tosti* are Northman oathbreakers; *Borhan* is a Sagath liar. *Virin* was a marsh hunter; when his village died out, he wandered into Eithel Celebrin and fell under the bad influence of Hirgon. The newest recruits, the Northmen *Gurth* and *Lefwin* and the Asdriags *Gozef, Zorab,* and *Bassan* are all orphans whose families died and who had no other source of livelihood. Under Cambre's expert tutelage they are learning to enjoy the glamorous life of a bandit.

Typical Operations

Cambre sends bands of his cutthroats on raids all about the area, using groups of 6 to 10 men (depending on the job). Sometimes he himself goes along. Small loot is immediately returned to Tol Malbor under cover of darkness, when the Daynet purposely planted around the island is submerged (see Sec. 2.32). The larger items remain at the shore camp to be sorted, or, in the case of horses or other easily identifiable items, "cooled off." This camp is usually manned by Gozef and Lefwin, but other bandits will be there if a raid is in the works or has just been completed.

7.2 LAYOUT OF TOL MALBOR

As noted in Sec. 4.4, *Tol Malbor (S. "Isle of the Golden Fist")* is built upon an abandoned estate that was surrounded by water with the eastward march of the Dead Marshes. The island is reached only by boat, so Cambre's Men have constructed a mainland landing to serve their needs.

7.21 THE BANDIT'S SHORE CAMP

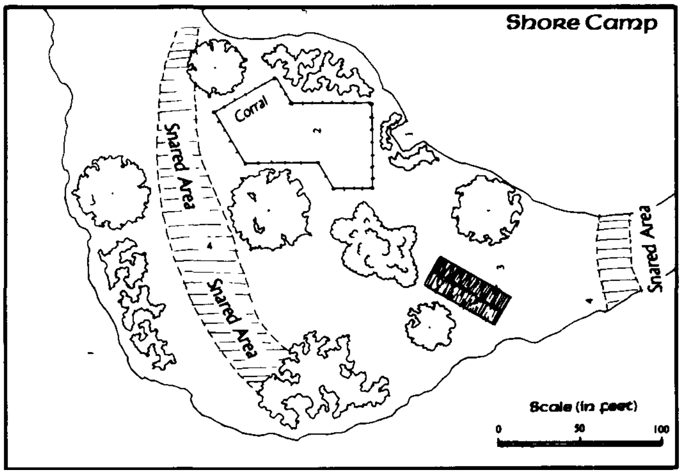
This is the bandits' staging post for onshore raids and for sending the loot back to Tol Malbor.

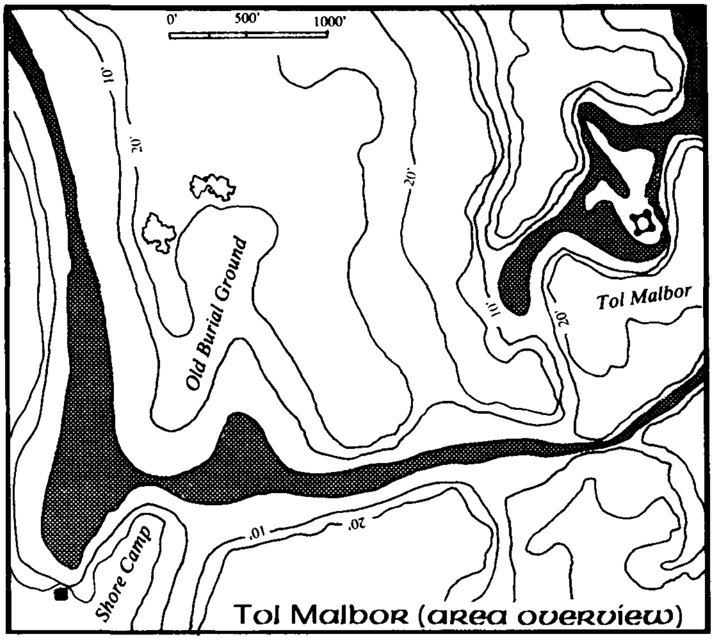
1. **Boat ramp.** Three two-man canoes are usually drawn up here.
2. **Corral.** Ten strong, fast, scruffy-looking horses are usually penned up here. Occasionally this group is augmented by a fine-blooded Northman's horse that the bandits have stolen and will resell elsewhere.
3. **Shed.** On the sloped roof is a brazier loaded with charcoal and covered with a lid to keep it dry. If this base is discovered, the beacon is lit and the bandits at the base will flee. Inside are three straw mattresses and a locker with some food, plus loot, awaiting transfer. In these troubled times the loot is as likely to be food as anything else, but sometimes there are fine cloth or silver ingots or money (1-10 gp, 2-200 sp). Two bandits are usually stationed here.
4. **Snared areas.** As on Tol Malbor (see traps in Sec. 7.22 below).

TABLE 7.1 NPCs AT TOL MALBOR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Cambre	13	140	Ch/14	60*	Y	Leg	150bs	130cp	40	Dúnadan/Northman Warrior (fighter). Often uses 100da; +15 bs detects presence within 50'; Amulet +10 DB and +10 RR bonus vs. Essence (or mentalism); chain shirt looks and wears as wool tunic. 6 Ambush skill ranks. **Rooms 28-31.**
Sirith	11	100	RL/10	65*	Y	Leg	130fa*	110cp	30	Lsr Dúnadan Scout (rogue). Female. Also uses 90da; +10 fa = +10 bs with +10 bonus vs Ch or Pl; Headband +10 DB negates 25% of head crits; RL armor Blurs (10 rnds/day). 18 Ambush skill ranks; 1 spell list (Spirit Mastery). **Rooms 28-31.**
Hestan	10	95	RL/10	55*	Y10	Leg	80bs*	55ja	20	Northman Ranger. 60da; +10 bs; +10 Target Shield; Amulet +2 spells/day +10 RR bonus vs Channeling; 6 Ambush skill ranks; total 20PP + 2 spells/day; 5 spell lists. **Room 35.**
Grasty	9	125	Pl/18	60*	Y10	Leg	140sc*	120sb*	5	Easterling (Sagath) Warrior (fighter). +10 sc; +10 Target Shield; +5sb. **Room 13.**
Ingold	7	40	No/1	20*	N	—	(40fa)	(15sb)	25	Lsr Dúnadan Bard (lay healer). Unarmed; Amulet x3 PP, +5 casting spells; total 42PP/day; 5 spell lists. **Room 10.**
Huor	8	75	Ch/14	45	Y	Leg	110fa*	110cp*	10	Lsr Dúnadan Scout (rogue). Uses 90da*; +10 fa = +10 bs with +10 bonus vs Ch or Pl; +10 cp; +5 da; 1 spell list (Nature's Movement). **Room 36.**
Radhruin	9	65	Ch/13	25	N	—	90fa*	75cp	15	Lsr Dúnadan Scout (thief). Uses 80da; +10 fa; Amulet of Invisibility (1x/day) +10 DB; 11 Ambush skill ranks; 1 spell list. **Room 38.**
Helluin	6	50	Ch/13	25*	N	—	70fa	75da	15	Lsr Dúnadan Scout (thief). Female. +10 throwing da; Bracelet of Blur (10 rnds/day); 7 Ambush skill ranks; 1 spell list. **Room 38.**
Magor	6	80	Ch/14	50	Y	Leg	95bs*	80cp	10	Lsr Dúnadan Warrior (fighter). +10 bs. 1 Ambush skill rank. **Room 37.**
Angbor	6	75	Ch/14	50	Y	Leg	85bs	95cp*	10	Lsr Dúnadan Warrior (fighter). +5 bs; +5 cp; 2 Ambush skill ranks. **Room 27.**
Sigfast	6	60	RL/10	45	Y	Leg	60bs*	50ja*	10	Northman Ranger. +5 bs; Two +5 ja; Amulet +1 spell/day; total 6PP +1 spell/day; 3 Ambush skill ranks; 2 spell lists. **Room 25.**
Galdor	6	30	No/1	35*	N	—	30fa*	10da*	30	Lsr Dúnadan (evil) Mage. +5 fa = +5 bs with +10 bonus vs Ch and Pl; +5 da; Amulet 2x PP, +10 DB; +30 Wand of Firebolts (100', 3/day); total 24PP/day; 9 spell lists. **Room 26.**
Borhan	5	50	RL/10	45	Y	Leg	85ss*	85sb	10	Easterling (Asdriag) Scout (rogue). +5 ss; Amulet +10 R bonus vs Essence; 7 Ambush skill ranks. **Room 24.**
Kadida	5	55	RL/10	50*	Y5	Leg	75ss	75sb	10	Easterling (Asdriag) Scout (rogue). Female. +5 Target Shield; Collar negates 15% of neck crits; 7 Ambush skill ranks. **Room 11.**
Virin	5	50	RL/10	35*	N	Leg	50qs	40cp*	15	Marshman Ranger. Amulet +10 DB; +5 cp; 3 Ambush skill ranks. **Room 24.**
Gorlim	4	45	RL/10	55*	Y	Leg	65fa*	60cp	20	Lsr Dúnadan Scout (rogue). +5 fa = +5 bs with a +10 bonus vs Ch and Pl; Ring of Blur (5 rnds/day); 5 Ambush skill ranks. **Room 40.**
Leofa	4	55	Ch/13	55*	Y5	—	75bs*	70ja	15	Northman Warrior (fighter). Female. +5 bs; +5 shield; Ring of Horse Control (+50 Riding); 2 Ambush skill ranks. **Room 11.**
Tosti	4	60	Ch/13	50	Y	—	75bs*	70ja	15	Northman Warrior (fighter). +5 bs; Bracers negate 25% arm crits; 1 Ambush skill rank. **Room 40.**
Hirgon	4	45	RL/10	45	Y	Leg	70fa*	65cp	20	Lsr Dúnadan Scout (rogue). +5 fa = +5 bs with +10 bonus vs Ch and Pl; Bracelet +5 DB stops 2 pts of bleeding/rnd; 6 Ambush skill ranks. **Room 40.**
Gurth	4	65	Ch/13	55*	Y5	—	70bs	75ja*	15	Northman Warrior (fighter). +5 Shield; Two +5 ja. **Room 40.**
Derulin	3	45	Ch/13	50	Y	—	65bs*	60cp	15	Lsr Dúnadan Warrior (fighter). +5 bs; 1 Ambush skill rank. **Room 41.**
Dintur	3	45	RL/10	50*	Y	Leg	60fa*	55cp	15	Lsr Dúnadan Scout (rogue). +5 fa = +5 bs with +10 bonus vs Ch and Pl; +5 RL armor; 4 Ambush skill ranks. **Room 41.**
Lefwin	3	50	Ch/13	50	Y	—	65bs*	60ja	10	Northman Warrior (fighter). +5 bs. **Room 41.**
Zorab	3	45	RL/9	45	Y	—	60ss*	60sb*	15	Easterling (Asdriag) Scout (rogue). +5 ss; Three +5 Nivevet-slaying sb arrows; 5 Ambush skill ranks. **Room 41.**
Gozef	2	30	Ch/13	50	Y	—	65ss*	60sb	10	Easterling (Asdriag) Warrior (fighter). +5 ss. **Room 24.**
Hathol	2	35	Ch/13	50	Y	—	65bs*	60sb	10	Lsr Dúnadan Warrior (fighter). +5 bs. **Room 24.**
Bassan	2	35	Ch/13	50	Y	—	60ss	60sb	10	Easterling (Asdriag) Warrior (fighter). **Room 24.**

NOTE: If a critical strike is obtained with a "slaying weapon," it is resolved normally *and* then a second critical is resolved on the Critical table for Large Creatures (*MERP*, CT-10; *RM*, Arms Law 8.14). Of course, this only applies to the creatures that the weapon is supposed to "slay".



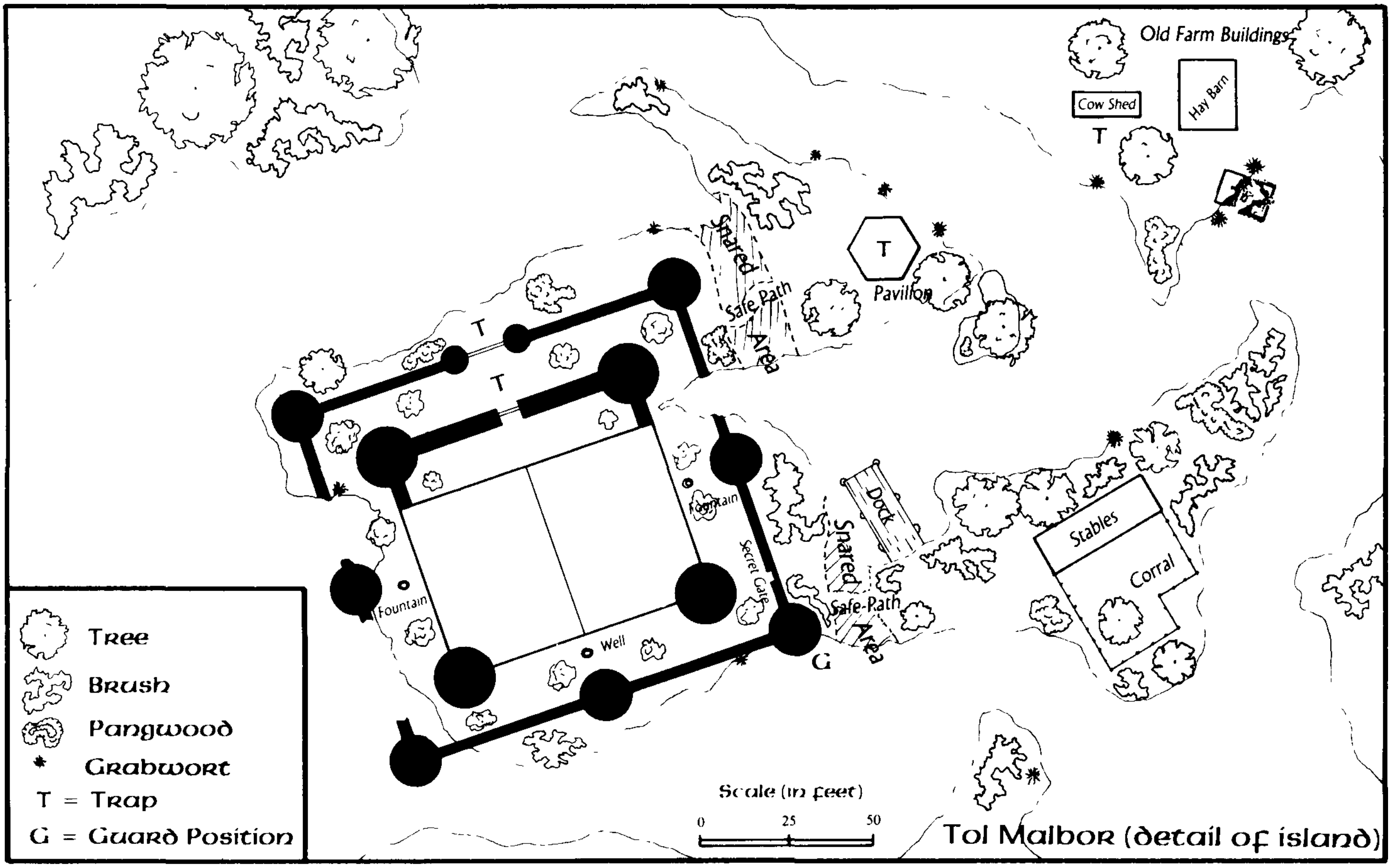


7.22 THE EXTERIOR OF TOL MALBOR

The overgrown parkland and gardens surrounding the house and outbuildings have been rigged with traps and snares, most of them designed to alert Cambre's band as well as to incapacitate intruders. The wide areas marked "Snared Area," for example, are rigged with five types of snares or traps. There is at least a *90%* chance (GM roll of 01-90) that one or more traps will be encountered. This chance will decrease by 10 for every 10' of ground traversed; i.e., if the party has traversed 40' of snared area, their chances of encountering another trap or snare are 50%. Once a trap is encountered, the GM should roll again to determine its type (see the explanations below). In the following descriptions, bear in mind that an "unwary victim" is one who is not looking for traps. Conscious searching for traps will allow PCs to add their perception bonus to the chance of successfully noting and avoiding a trap. The following are standard trap designs used throughout the bandit hold:

Trap 1. A net spread on the ground and disguised with brush and other scrub litter, rigged by ropes and blocks to a sturdy, bent sapling a short distance off. The sapling is rigged to spring upright when a victim steps onto the center of the net, pulling the net into the air and enveloping the victim so that he hangs like a trussed fowl from a nearby tree. Unwary intruders who stray 2 or more feet into one of these 8' x 8' squares must make a "sheer folly" moving maneuver in order to avoid capture. Other potential victims who have not advanced that far may avoid possible entanglement by succeeding with a "hard" moving maneuver roll. On a roll of 01 -20, the PCs encounter a trap of this type.

Trap 2. This type is a smaller version of the first, in which a looped noose is rigged with ropes and blocks to a bent sapling. When the victim is hoisted into the air by one or both feet (fifty per chance of both), he runs a 20% chance of getting whiplash. On a roll of 01-20, the victim receives a slightly dislocated neck, which must be immobilized by a padded collar for 1-100 weeks, or nerve damage and paralysis may result. If the victim is caught by only one leg, there is also a 50% risk of a dislocated knee and/or hip. In this case, roll to determine if there is whiplash; a result of 21-70 means that the victim has



dislocated a joint (40% knee, 40% hip, 20% both) This snare will only capture one unwary victim, and is very hard (-20) to detect On a roll of 21-35 the trap is of this type

Trap 3. This most common type of trap is a small, 20' deep pit, lined with stakes and covered with a leaf-embellished net to disguise it as firm ground. These 4' x 4' pits have a capacity of one victim The stakes and bottom of the pit are liberally sprinkled with Pangwood leaves and twigs, gathered by bandits wearing heavy leather gloves and coats. An unwary victim must make an "extremely hard" moving maneuver in order to avoid this type of trap The drop means a + 20 Fall/Crush attack, while the stakes attack as two to eight + 50 spears This poison does not need a critical strike result to be effective, as the merest touch of the Pangwood on exposed skin is sufficient. A roll of 36-75 results in an encounter with this design

Trap 4. This pesky little trap consists of a rigged trip rope stretched tautly under cover of some low growth and attached to a bag full of rocks in a tree overhead. The rocks will deliver two to ten + 10 sling attacks to the victim and are mostly intended to make noise An unwary victim must make a "very hard" moving maneuver in order to avoid danger. With a roll of 76-90 the party encounters this design.

Trap S. This last trap is one of the most vicious In areas of soft ground, which are quite common on the island, sharply pointed wooden stakes, 8" in length, are firmly fixed, point upward, with the points just below the surface of the ground and leaf mold These attack as a spear + 1 for each 2 pounds of body weight of the victim (i e , they would attack a 180-lb. man at +90) If the victim should fall upon them, the attack would be one to five spear attacks + 1 for each 5 pounds of body weight, since the weight would be much more widely distributed. Heavy leather boots act as Rigid Leather armor (AT 12), while shoes are equivalent to Soft Leather (AT 8) Bare feet, of course, are unarmored (AT 1) The chances of cut tendons and severed toes are great The spikes are planted in groups of six in relatively open ground An unaware victim must make a "sheer folly" moving maneuver to avoid the spikes. However, this trap design is encountered only on a roll of 91-00

The **Pavilion** (on the northeastern arm of the island) is an open-air stone structure, merely a roof supported by six slender stone pillars on a hexagonal base, and is approached by three steps on all six sides. The bandits have removed the floor and dug a pit underneath, then replaced the floor with a very thin wooden one, painted to resemble the original almost exactly, so that anyone weighing more than 50 Ibs. will crash through into the 60' deep pit. This has 10' of murky swamp water in it, which seeped in through the sides. Treat this as +40 Fall/Crush: the fall is somewhat softened by the water, but if the victim is stunned and knocked unconscious by the impact, he may drown. Since one of the low-level bandits is always on watch for invaders by water at the northeastern point, it is almost certain (85%) that the crash will not go unnoticed.

The stables themselves are untrapped to allow some of the junior bandits to easily care for the horses. Currently there are only three horses there: a tough, almost aquatic mixed-breed marsh horse (affectionately known as "Old Swampface"), dun in color, used by whatever bandit needs a mount; and two fine Northman-type horses, bay and grey, belonging to Cambre and Hestan, respectively. These latter two horses are intelligent and spirited and will resist (-25 to riding rolls) anyone attempting to mount them who is not their master.

The bandits themselves do not use the original front gate but instead utilize a **secret entrance** that they have chipped out of the eastern wall near the southern end, behind some brush. The **front gate** is trapped with iron spikes that shoot from the two small gate towers on either side to catch the victim in a deadly crossfire (one to ten + 30 heavy crossbow attacks). The gate itself is unlocked. The path leading to the front gate of the house has a pit trap, exactly like trap type 3 above, 20' in from the outer gate.

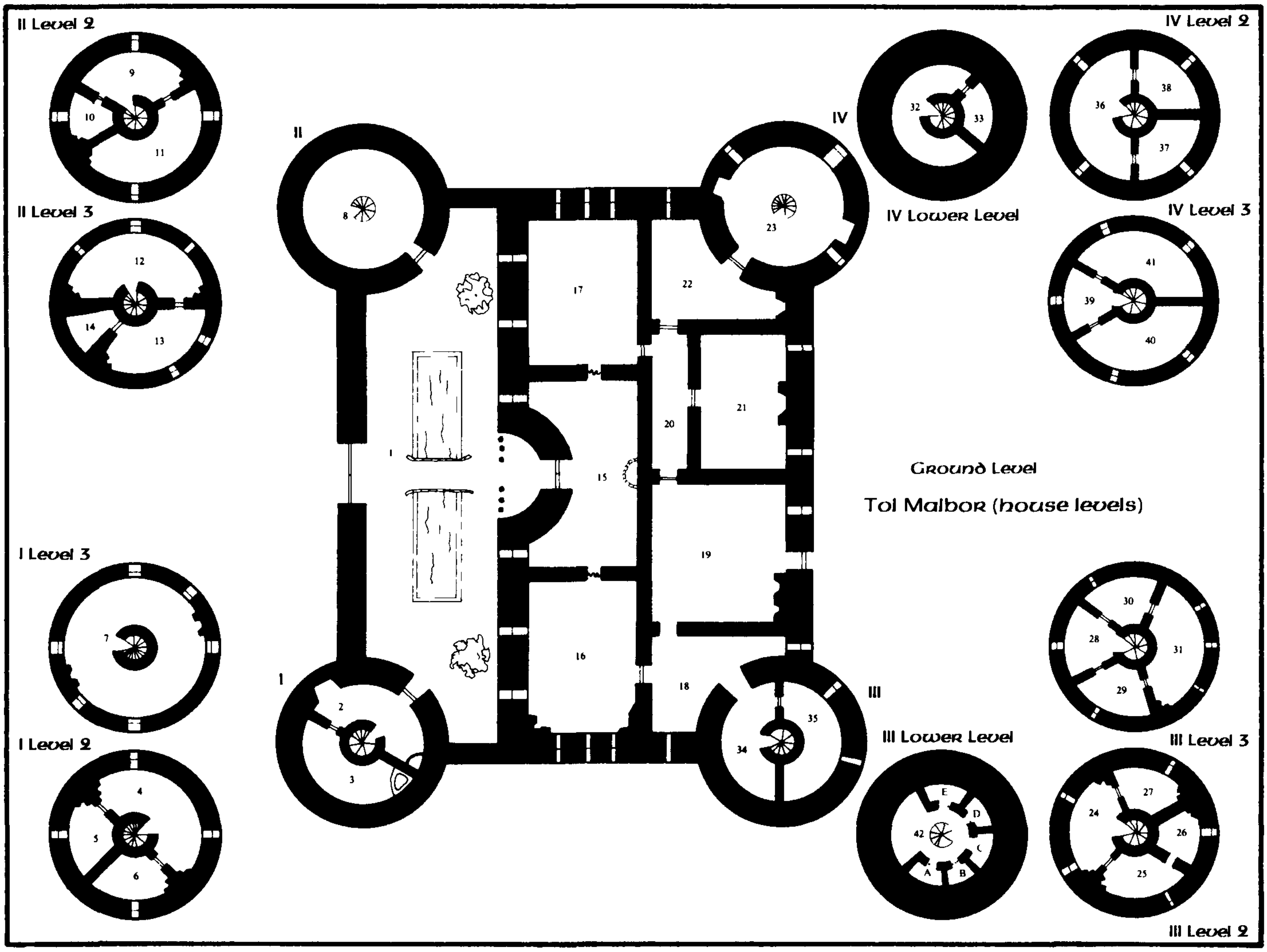
The outer wall towers have no internal floors. Instead, a stairway winds up the inner walls of each, leading to a flat roof protected by a crenellated wall. Only the southeastern tower is usually manned. This tower and the western tower are only partially surrounded by the encroaching marsh waters, while the southwestern tower is already cut off from the land: its lower 2' are flooded and the walls attached to it have collapsed into the muck.

The garden inside of the wall is a tangled mass of native weeds which have choked out the exotic ornamentals originally planted there. Nine of the twelve flowering fruit trees have died, and the remaining three rarely produce any fruit. The well is polluted with seeping marsh water, and the two cracked and stained fountains are clogged with dead leaves.

7.23 THE INTERIOR OF TOL MALBOR

1. **Front Courtyard.** Like the exterior entry, the house's front gate is also no longer in use, the bandits use the kitchen door on the south wall The front gate is locked and extremely hard (-30) to open. Its trap is akin to that on the outer gate the victim receives one to ten thrown steel spikes as a gift and they attack as + 30 heavy crossbow bolts Within, the scenery is totally different. Cambre, with the help of the female bandits, tends the garden. There are some flowers at the proper seasons, the two apple trees flower and bear fruit, and the pond — which the bandits use as drinking water — is clear
2. **Changing room for the bathhouse.** This rarely-used room is on the first floor of the northwestern corner tower. In one corner is a stone and clay boiling furnace for hot water, with pipes leading to the bathing room(3) A spiral staircase leads upward
3. **Bathing room.** The luxurious tub is rarely filled these days because of the shortage of clean water, but Cambre and some of the other fastidious bandits use it regularly A towel rack, with stolen cotton towels, and a stool complete the furnishings.
4. **Former sitting room.** It is now empty, the furniture having either been moved elsewhere or used for firewood long ago The fireplaces here haven't been used for decades
5. **Hestan's room.** Formerly the eldest son's room, and not too different in appearance now Bed, washstand, chest, and fireplace are all clean and neat The floor *is* covered *with* a stolen bearskin. When Hestan *is* asleep, *his* sword hangs on a rack over the bed In the chest, under some spare tunics, is a leather bag with 116 gp in it and a large gold and emerald ring worth 300 gp The chest's lock is very hard (-20) to open.
6. **Huor's room.** Originally a guest room, it was much like Hestan's. Now it is very messy Extra clothing and dirty dishes are scattered about, along with odds and ends of weapons that Huor has removed from their deceased former owners· two Short Swords, one Longbow minus its bowstring, a Falchion (MERP equiv is Broadsword, fumbles 01-05, + 10 OB vs Chain and Plate), and a Bola that Huor has only a very faint idea of how to use None of these weapons are outstanding in any way Hidden under the mattress of the unmade and crumb-filled bed is a greasy leather wallet containing 41 gp, 11 sp, 13 bp, and 3 cp.
7. **Former sunroom.** This used to be a sunny place to read, talk, sew, sing, or play musical instruments Now all of the windows are either gone or broken, birds nest in the rafters, and their mess covers the floor A dilapidated floor harp stands near the north fireplace It will add + 20 to Bardic spell attacks, but weighs 75 pounds.
8. **Storeroom.** Contains some rusty garden tools, firewood (including chopped-up furniture), and a barrel half-filled with sand. A spiral staircase leads to the upper levels of the northeastern tower
9. **Former estate manager's office.** This is now empty
10. **Ingold's room.** He has few possessions except for his healing tools and herbs, which the bandits steal from baggage trains for *him*. A *ring* has been set *into* one wall and he is usually chained to it In jars, bags, or boxes in his chest are the following. 3 Gr*arug*, 27 *Mirenna,* 8 *Caranan,* 3 *Himros,* 4 *Thurl, 2 Winclamit,* 3 *Yavethalion,* 11 *Elendil's Basket,* 8 *Menelar, 9 Ul-naza,* 16 *Anserke,* 25 *Arnuminas,* 3 *Belramba, 4 Edram, 6 Kelventari,* 3 *Olvar,* and 1 *Tyr-fira* Also in the chest are bandages, scalpels, probes, tweezers, gut, needles, and three well-hidden bottles of brandy spirit.
11. **Kadida and Leofa's room.** Barbarically arrayed in swaths of stolen silk, brocade, and furs, with bright cushions piled on both beds Kadida's locked chest, under layers of expensive stolen garments primarily in reds and yellows, contains 16 gp, a gold, ruby, and peridot (transparent pale green) necklace worth 90 gp, and 22 gold and silver bangles worth 3 gp each. Leofa has, under layer of more sober clothing in blue and grey, a set of 6 gold-and-blue enamelled throwing daggers (she can use them, but not well, and they have no add) worth 50 gp, and a silver and agate (streaked shades of cream and brown) headband worth 30 gp, plus 23 gp of com
12. **Former master's private lounge.** This is now empty.
13. **Grasty's room.** Although not cluttered with dirty clothes or objects, it is not really clean The skull of a man whose fighting techniques Grasty admired is over the bed on a shelf. In Grasty's dusty chest are 96 gp and a gold and red tourmaline (transparent light red) armband worth 175 gp The chest's lock is hard (-10) to open
14. **Vault.** The bandits had to break the lock to get it open and then found nothing inside. Now it holds less valuable loot.
    — Two fancy saddles with gold and semiprecious stones, Easterling work, worth about 90 gp each;
    — 25 small flasks of good wine worth 2 gp each (five others have been consumed by Grasty: he buried the bottles);
    — 5 bolts of embroidered linen worth 10 gp each; and
    — 20 Dwarvish steel + 5 non-magic Short Sword blades (unsharpened blades without hilts).
15. **Entry hall.** The elaborately black-and-white tiled floor is now chipped and mud-scuffed, and the fountain on the back wall no longer works Two doorways with cowskin curtains (originally, the curtains were brocade) lead out of the room.

16. Formal dining room. The bandits eat here. The big oaken dining table has not been polished in decades, and initials, foul words, and crude illustrations are carved into it The fireplaces are in good working order
17. **Formal** parlor. It is furnished with two dilapidated leather-covered settees and one newish carved and cushioned armchair. Cambre likes to hold "staff meetings" here.
18. **Buttery.** The fine china is all gone, but there are plenty of earthenware and wooden plates, bowls, cups, and crude spoons here. Three good silver drinking cups for the high-ranking bandits are kept on a separate shelf. Together, they are worth 45 sp.
19. **Kitchen.** This is much as it always has been, but dirtier. Two large hearths, one with a built-in breadoven, dominate the room There are also worktables, pots, pans, spits, knives, spoons, and cheap platters The back door here is now the bandits' usual entryway
20. **Hallway.**
21. **Servants'** hall. Some wooden chairs and one large table, even more hacked up than the one in the dining room The lesser bandits drink and gamble here when not at work 6-15 (one D10 plus 5) Men of 1st through 4th level are here at any given time.
22. **Family** parlor. This is now empty.
23. Library. The shelves are now almost empty, and the furniture is all gone A few books remain on a couple of high shelves Most of them are dull histories of Gondor and so on, but one is called "Mirenna Arts " If he studies it carefully, the reader can add +25 to his chances of successfully growing or finding this valuable plant, and can relieve 11-20 hits rather than 10 when employing it as a healing herb A spiral stairway leads to the upper levels of the southeastern tower
24. Former day nursery. The master's children used to play here. Now it houses Borhan and Virin on mattresses on the floor. They don't have chests and are not willing to leave any of their few possessions here.
25. Former night nursery. Now Sigfast sleeps here He has a bed, washstand, and a chest He keeps a clean room. In the chest are 35 gp and two filigree gold armrings worth 30 gp each The chest's lock is hard (-10) to open.
26. **Former** nurse's room. Now it belongs to Galdor the Mage. On a small writing table are parchment, pens, ink, a penknife, and a seal (no sealing wax). In his locked chest (hard, -10 to open) are.
    - 41 gp;
    - a heavy gold neckchain worth 18 gp;
    - nine Runes that he has written himself "Sleep X" (two of them), "Firebolt" (three), "Wall of Fire" (three), and "Watch", and
    - three stolen runes. "Quest," "Fireball", and "Delving."
27. Angbor's room. This used to belong to the master's daughters. Angbor doesn't spend much time here and it is bare and tidy Five Gondorian trooper's swords hang on the wall as trophies. In his locked chest are 53 gp, a dagger with a pommel of amber and a grip of green enamel (15 gp), and a ring of mithril and beryl (225 gp) which, although he doesn't know it, is a x3 Essence spell PP multiplier. The chest's lock is very hard (-20) to open
28. The **master** and mistress' parlor. It is still used as such and is well-furnished and clean, with two chairs cushioned with blue wool cushions, a foxskin rug, and a hanging silver lamp worth 15 gp.
29. **Cambre's** dressing room. Fine clothing on racks and shelves and in unlocked applewood chests. Cambre favors green and grey
30. Sirith's dressing room. As Cambre's, but with the addition of an Elvish silver-and-glass mirror (5 gp) on the wall. Sirith likes deep reds and purples
31. Cambre and Sirith's room. The carved black oak bed is piled with wolfskins and with fine woolen blankets in red and blue. Its draperies are gold and red brocade The walls are hung with looted eastern carpets in cream, red, and russet (three carpets worth 35 gp each), and hung on the wall over the bed's head is a magnificent two-handed + 10 executioner's sword of Dwarvish steel with a grip of mithril and black enamel and a pommel of morion (transparent black), worth 100 gp. In Cambre's locked chest, which is extremely hard (-30) to open, is a trap It is a springing needle poisoned with Marsh Adder venom Within the chest are
    - 527 gp;
    - 135 gp worth of unset gems,
    - a gold headband set with milk opals (white with iridescent color play) worth 155 gp;
    - six bottles of fine wine worth 5 gp each;
    - a mithril and red gold filigree collar worth 200 gp,
    - 8 *Mirenna* and 1 *Tyr-firan* a carved ivory box worth 3 gp, and
    - an Easterling idol of Kor-Sharhaigun (Morgoth) in green-black jade which, when prayed to for 30 minutes, gives a + 20 attack bonus to all evil Channeling spells cast during the following 24 hours.



In Sirith's chest, which is locked and trapped like Cambre's, are
- 379 gp,
- a violet leather belt with a clasp of gold and amethyst worth 185 gp,
- a tiara of gold and cymophane (iridescent, translucent pale green) worth 250 gp, and
- a ring of gold with pink topaz and milk opals worth 160 gp.

32. This is now a storeroom. It holds a huge supply of firewood

33. Main Vault. The door is locked and extremely hard (-30) to open It is linked to a trap: when the door is forced, a 5' x 5' net is released from a ceiling panel, immobolizing the intruder while a 5' x 5' stone-faced floor panel springs up to pin the victim against the door. The victim is then impaled on a set of spikes which suddenly protrude out of the door's iron trimwork (Close examination will reveal every other bolt in the door to be a movable fake) The vault contains
- twenty 30-lb metal ingots worth 100 gp each,
- a block of glassy blue *laen,* enough to make a + 20 Short Sword, worth 1000 gp,
- an 8" diameter rock crystal globe, flawless, worth 250 gp to a jeweller or collector and 300 gp to a seer, when held, it adds + 20 to casting of spells by a Bard (or seer) and it is a + 3 Bardic (or seer's) spell adder,
- 10 flasks of Eastern perfume oils worth 20 gp each,
- a huge (20' x 30') blue and cream Eastern carpet worth 250 gp,
- two bolts of black silk satin embroidered with gold and silver thread and tiny bits of clear and rose crystal worth 75 gp each,
- a 12" diameter carved basin of pale flawless jade with tiny flowers around the m worth 125 gp,
- a small carved chest of red cedar filled with uncut rubies and sapphires worth 500 gp, and
- a lovely carved maplewood case bound in gold containing a magic staff in maple shod in brass The brand new staff possesses 100 PPs worth of Animist "Plant Mastery" spells, of the caster's choosing, up to 10th level

34. Pantry. The shelves hold unleavened bread, cheese, a haunch of venison, fruit (dried and fresh), and so on

35. Scullery. Huge wooden sinks, dishracks, buckets of crude soap and wood ashes tor scrubbing pots, and a boiler and brazier for hot water. Dirty dishes are usually piled about

36. Former sewing room. Now empty

37. Magor's room. A single tapestry (30 gp) hangs on the wall, and the bed is covered with a grey silken quilted coverlet stuffed with down. The chest holds only grey and black clothing Under the mattress is a flat leather wallet containing 1 mithril piece and a gold armband set with demantoid garnets (transparent dark green) worth 105 gp

38. Radhruin and Helluin's room. The door is always locked and hard (-10) to open. The walls inside are totally covered with all sorts of weapons, arranged in pleasing patterns. 15 Daggers, 30 Arrows, 6 Crossbow Bolts, 3 Composite Bows, a + 10 Scimitar, 5 Broadswords, a Battle Axe, 3 Hand Axes, and a + 10 Horse-slaying Bola One section of the wall, for variety, sports a tablecloth of green silk brocade embroidered with gold and peridots (pale transparent green) worth 45 gp The bed is piled with two 6' x 8' rugs of black mink skin (200gp each) and has tall carved bed posts of golden oak The locked chests are hard (-10) to open and contain only clothes, in greys and blacks or misty camouflage greens. Two of the bedposts are hollow and screw off, shooting out darts poisoned with Marsh Adder venom if a certain carved leaf on the lower portion of the bedpost is not depressed first (one to ten + 10 Dagger attacks). One compartment contains 148 gp and 116 gp worth of uncut gemstones The other contains 93 gp, a tiny ebony box containing two *Mirenna* and one *Suranie,* and a silver and garnet bracelet worth 45 gp

39. Hallway.

40. Corlim, Tosti, and Hirgon's room. It is plain and only a little dirty. Dice and jackstraws sit in a corner There are three little locked chests (medium, -0) and three mattresses, Gorlim's chest has 37 gp and two plain gold armrings worth 15 gp each Tosti's has 31 gp and a silver fillet (lightweight Headband) worth 6 gp The Headband can be worn by anyone without affecting spells, and acts as a helm against the first head critical wearer receives; it is thereafter useless Hirgon has only 26 gp

41. Derulin, Dintur, Lefwin, and Zorab's room. It is grubby, with some dirty mugs and clothes scattered about, and contains only their mattresses. They carry their meager possessions on them.

42. Storage cellar. Nonperishable goods are kept here. Barrels of salt fish and meat stand about, along with casks of ale, cheap wine, and dried fruit. The large bins (a)-(e) contain flour, course meal tor porridge, root vegetables, onions, salt, and so on. None of them are very full, and the vegetables and gram products are mouse-chewed and musty

7.3 THE GIFT CARAVAN (AN ADVENTURE)

Setting: The adventure begins in *Eithel Celebrin* (see Sec. 6.3) and involves dangerous travel along the trade road between the town and the fortress at *Tir Nindor.*

Requirements: This adventure will require a party with some experience, and some of the PCs should be 3rd level or above.

Aids: The Dwarven sponsors will provide horses, rations, and 30 gp per guard (70 gp more to come later).

The Tale

In the *Apple Tree Inn* (see Sec. 6.32) in Eithel Celebrin, there is a notice on the wall:

> *"Work for brave, trustworthy individuals. Must be confident and competent. Must be willing to leave town immediately for approximately two weeks. Danger is considerable and pay will be scaled accordingly. Ask the proprietor for further information."*

If the PC's ask *Emeldir,* she will look them over with a skeptical eye. If they look too puny or too disreputable, she may decide that they are not worth the trouble and tell them that the position is taken. If they meet her standards, she will direct them to a private room upstairs. Inside are two Dwarves, a young one who looks tough and menacing and an older one who is suave (as Dwarves go). He will make another assessment, as Emeldir did. If they pass his scrutiny, he will introduce himself as *Farren,* the young one as *Doll,* and make the following statements (or something similar to the following, as you wish):

"If you have any doubts about yourselves, I would advise you to turn around and leave, for this work is neither for the faint-hearted nor for the disloyal----No doubts? Good. The situation is this. I have come from the Far North as a representative of my people and their King, bearing gifts for the Steward of Gondor as tokens of our continuing friendship to him. Our escort of Woodmen has fallen very ill. Perhaps it is a remnant of the Plague. In any case, they can no longer continue. We need a new guard to the fortress of Tir Nindor, where the commander will no doubt provide us with an escort of soldiers to Minas Anor (Minas Tirith). As you may know, any caravan or baggage train that attempts the crossing of this area runs a good risk of being attacked, if not by bandits, then by wild dogs or by the wretched survivors of the plains towns. I need stout-hearted guards of any type who can fight such things. A healer or another with that sort of skill (e.g., an Animist) would be most welcome also. We will have two wagons, which Doll and my other guard, Kember (who is even now guarding those same wagons) will drive. I can provide you with horses for the duration of the journey, rations, and 30 gold pieces each now, with 70 more each to be paid if we reach Tir Nindor with our cargo intact. If you feel tempted to keep the cargo and the money for yourselves, planning to dump me by the way, I strongly urge you to forget that thought now. I will leave a full report of who I took with me here, and the Commander at Tir Nindor will send a messenger bird back here to report to my Woodmen if I arrive safely. If they do not receive this report in two weeks (by which time most of them should have recovered), they will set out to hunt all of us down, helped by whatever folk they can hire here with the funds that I am leaving them.

"Well, what say you? Will you undertake the task?"

The Task

If the PC's take the job, Ferren will pay them the money and they will set out the next morning. The first day's journey should be uneventful. It should take approximately 7-8 days to reach Tir Nindor. On the third or fourth day, they will be attacked by a band of Cambre's men (if there are six or fewer PC's, it might be the smaller sized band. If there are more, it might be a larger band). Remember that these bandits do not care if there are survivors: they only want to get the loot and run. The loot, in this case, is hidden under woolen blankets and canvas (the cover cargo). **Wagon 1,** driven by Doli, has 10 sets of mithril mail and winged mithril and steel helmets for the Steward's elite guard. **Wagon** 2, driven by Kember, has ten + 10 Dwarvish steel Broadswords for the guards and a special set of mail for the Steward himelf: an enamelled steel shield decorated with Seven Stars (blue laen), Seven Stones (diamonds), and the White Tree (mithril), and a +20 Broadsword with its name, "Callandil" (lover of light), in Elvish and Dwarvish runes on the

blade in (mithril tracery). The grip is of blue **laen** banded with mithril. The sword will levitate to defend its helpless master for 7 rounds with a 40 OB. The sword comes with a blue leather and mithril wire scabbard and sword belt.

Before and after the attack of the bandits, a check should be made every day for attack by one of the following: a band of common robbers (30% chance), feral dogs (which are not very dangerous to a group of men, but will attack and frighten the four wagon horses, Ferren's pony, and the PC's horses (30% chance), or by starving and maddened peasants (20%). Note that the latter are no longer behaving in a very kind fashion, but it is probably better policy for the PC's to simply try to drive them off rather than kill them, as they are not really responsible for their actions.

The Pursuit

Note that if the bandits succeed in stealing something, the PC's should be discouraged from following them, as they may be able to handle the shore camp at this level, but probably not the entire Tol Malbor complex. They may run the bandits down immediately (if they plan well and head them off), or they may lose them quickly and have Ferren call them back to guard the remaining cargo (it is doubtful that the bandits could carry off all of it) and pay them half the fee at Tir Nindor.

The Raiding Party

A typical six-man party to raid a small baggage train or a farm might consist of *Huor, Magor, Sigfast, Kadida, Derulin,* and *Zorab.* A ten-man party for attacking a larger or better-guarded caravan or an estate might be *Grasty, Angbor, Borhan, Virin, Leofa, Gorlim, Tosti, Hirgon, Dintur,* and *Bassam.* Cambre and Sirith might come with either party but would not enter combat unless forced or unless someone needed help. Hestan is a front man and is not to be seen raiding (note Sec. 6.34). The bandits don't mind leaving witnesses as long as they are not followed: their idea is to get as much loot as quickly as possible with as little effort as possible. They never go directly back to the shore camp, but circle around through the marshes. Their horses all swim very well. One bandit was eaten by a Ninevet, but things like that are rare, since new recruits are not allowed to roam the marshes alone and the veterans have learned what places to avoid.

7.4 JOURNEY TO TOL MALBOR (AN ADVENTURE)

Setting: The plains and swamps between *Eithel Celebrin* and the marsh hideout of *Tol Malbor.* The adventure will likely require the party to enter the bandit hold.

Requirements: A stealthy, somewhat experienced party. At least some of the PC's should be above 5th level. This is a high risk excursion.

Aids: None, aside from information they can secure in Eithel Celebrin.

The PC's can (1) go to Tol Malbor to rescue an item or items stolen from the Gift Caravan (see Section 7.3), (2) go to Tol Malbor just to get Cambre's head for reward at Tir Nindor, or (3) attempt to carry out the following task:

The *Targen* was on the road back to Tir Nindor with *Mallin* (see Sec. 6.11) and a small party of guards when Cambre himself led a large band in an attack. Cambre knocked the Targen unconscious and, instead of killing him, simply took his sword, *"Ramthoron".* The Targen is furious and has offered 1,000 gp for the return of his blade, plus another 1,000 if Cambre's head is with it.

Remember that the bandits (with the possible exception of the newest recruits, Radhruin, and Helluin, who are outsiders) are fiercely loyal to each other. They will not abandon their comrades to PC's unless the situation is clearly hopeless; i.e., the bandit in question is already dead or hopelessly injured. However, the bandits' home defenses are not highly organized.

8.0 ADVENTURES AT THURINGWATHOST

Thuringwathost lies 12 miles southeast of the Dead Marshes. It is not a place suited to the weak, the inexperienced, or the faint of heart.

8.1 THE SHADOW AND THE HIGH FORTRESS

The commanders of Gondor do not know how foolish they are when they scorn the Marshmen and Asdriags who fear the rock formation known as both the "High Fortress" and "Sarnen Thuringwath," or the Rocks of Secret Shadow. Gondor's best scorn the notion that Orcs and Trolls have been seen in this grim area near the southeastern corner of the Dead Marshes, and yet already a dozen scouts and messengers have been lost near the lofty stone outcropping. How much more terrified would the natives be if they knew the real secret of the shadows about the rocks!

8.11 THE COMING OF MIRUIMOR

The history of this evil place weaves a terrible tapestry. Far to the south in *Umbar,* the city of the Corsairs, a group known as the Dark Religion worships Sauron in secret caverns below the city streets. Many of the lords of the city and many of the Dark Worshippers are Black Numenoreans, that proud race which worshipped Sauron in ages past and followed *Ar-Pharazon,* whom Sauron twisted into rebellion against the Valar. In 1571 one of the most devoted of Sauron's worshippers in Umbar was a young woman of Black Númenorean blood, a member of the lordly family of *Sakalazim.* This lady, called *Firailian,* was already, at 23, an accomplished Black Mage. In her studies, she came to realize that all of Sauron's seeming devotion to the cause of the Black Numenoreans was merely part of a power play against Valinor. This only increased her passion for the evil spirit who was the dark delight of her mind and soul. How clever of him to have taken in her illustrious ancestors that way! However, her new attitude, which led her to study the Elvish tongues and other forms of knowledge generally despised by her people, also led her to believe that she herself should soon be leading the Dark Religion. Such a brash notion did not endear her to *Antarakul,* the leader of the Dark Religion at that time. He was planning to do away with her, perhaps handing her over to his Orcs as a special treat, but she got word of his plot and tipped off an enemy, revealing the whereabouts of one of the Dark Religion's largest temples to *Arkuladum,* the chief enemy of the worshippers among the Lords of Umbar. In the ensuing chaos of the temple's destruction, Firailian fled the city.

Heading northward, Firailian quickly gained enough knowledge to settle in Osgiliath, disguised as a noblewoman of obscure lineage from Pelargir. Calling herself *Tathariel,* she became known as a scholar of history and the magical arts, and her advice was sought on many matters. Thus she gained access to the libraries of the finest scholars and magicians in that fair city. So beautiful was she that she was courted by many fine men, including the commander of the army in the area. So she learned secrets that should have been told only to the Steward of Gondor, secrets having to do with activities in Southern Mirkwood, for she was as persuasive as she was beautiful and adept in the use of both spells and potions to loosen tongues. One night, in a dream, all that she had learned came together in a powerful vision: a dark, powerful, figure of black cloud fringed with fire and crowned with lightning, with only nine fingers, stood on a hilltop in Southern Mirkwood. She woke with her heart beating in wildest excitement and delight: Sauron of Mordor, her god and the source of all her inspiration, was alive and well and living in Dol Guldur!

Tathariel quickly set her affairs in order in Osgiliath. A false message was arranged, telling of the death of her only living relative, an uncle, in Pelargir. Apparently heartbroken, the lovely Tathariel sold her townhouse and jewels. Refusing all escorts but

two of her private guard, she set out on a good horse for Pelargir. She never got there. Three days out, in the wilderness, she woke by night, killed her escorts with spells, and turned northeast for Dol Guldur.

Arriving at the gates, she demanded to speak to the Necromancer himself. She was soon slapped into a cell for questioning by *Khamûl* the Nazgûl. Tiring of this, she broke out (the cell had not been intended to hold Black Mages) and confronted Khamûl in person, demanding to see his master. Since the Nazgûl was alone at the time, she referred to Sauron as the "Lord of the Rings". Khamul was struck dumb, and then there was heard a loud and sinister laugh. Khamul stood awhile in silence, as if listening to something, and then took Tathariel to a guest room. The next day the avid pupil met her Dark Master.

Who can imagine that scene? No one was there to witness it. There is not a single report of what passed between the two in that ominous throneroom: neither Tathariel nor Sauron ever spoke of the matter again. Yet it was obvious that Sauron was pleased and amused by her presumption. He soon had plans for her: he needed an agent in the south, near Mordor, which he was planning to reopen. The Nazgûl could not be stopped in the journeys to and fro, but the time had come to send Orcs and Trolls back to Mordor. Mannish interference could be troublesome in this matter. It was conceivable that Sauron's meddling with the Dead Marshes and even the Plague, which he was then planning, might not be enough to stop Gondor's ambitious forces. Mordor was also a wonderful place for an evil fortress, a stronghold traditionally thought to be the home of demons: ***Sarnen** Thuringwath,* the *Stones of Secret Shadow.* Henceforth they would be *Thuringwathost* (pronounced "Thu-ring-wath-ost"), the *Secret Shadow Fortress.* Tathariel would be its mistress, now calling herself *Miruimor,* the *Jewel Everdark.* Appreciating the scorn she had developed for her Black Numenorean ancestors, the Dark Lord assigned those of that blood to serve her: *Herudur,* one of Dol Guldur's promising captains, as her Lord of Arms, and *Feagwath,* a lesser Nazgûl who was a Black Numenorean Mage in life, to inspect the new fortress at frequent intervals and to act the part of The Necromancer to her troops.

In 1592, an amazing expedition set out from Dol Guldur: Miruimor, Herudur, and Feagwath left on the Dark Lord's Night, the night of dark moon nearest the winter solstice accompanied by a party of Orcs, all bound for Thuringwathost. They carried many gifts from Sauron: Miruimor and Herudur's swords, the components of Miruimor's viewing room, mechanisms for defenses, and marvelous tools that would enable the Orcs to complete their fortress in record time. Soon all the myths and old wives' tales about Sarnen Thuringwath came true.

8.12 MIRUIMOR AND HER SERVANTS

At this time, *Miruimor,* mistress of Thuringwathost, is 92 years old, but her Numenorean blood helps her to pass for a woman of 35. Her looks are still almost as glamorous as when she turned the heads of Osgiliath's finest: a fair, clear complexion, finely sculpted features, clear grey eyes, dark hair not yet touched with grey, red lips, and a graceful figure, tall (5'10") and stately; all these features combine to make Miruimor easily the most handsome woman in a 500-mile radius. She has developed her Master's cruelty in all things and has become a collector of items of value, including an Elvish princess named *Carangil* and a Bard of Gondor named *Camallin.* Both of these prisoner-slaves are gifts to her from Feagwath, whom she flatters and treats as if he were a Mannish lord. Sauron views this flattery and deceit with amusement. Camallin is now missing an eye as a reward for an escape attempt, and as Miruimor has pointed out to him, some of the finest Bards in history have been blind. So, she threatens, there is really no reason to let him keep the other one. He is taken out for "exercise" every evening: *Duilin,* the sadistic chief of the guards, orders some Orcs to chase him around the little garden with whips to keep the bard in shape. For Carangil, there are frequent threats of being returned by Feagwath to Dol Guldur.



Herudur is outwardly Miruimor's faithful servant, but inwardly he chafes at the thought that one from outside so easily got the type of position that he has spent much of his life cringing and licking boots for. Of course, this submissive attitude is the precise reason that he was never given a command. He is a solid strategist, though, and a good master-at-arms. The men and Orcs of the fortress respect him, although Duilin covets his position.

Duilin was one of Miruimor's first independent aquisitions. He was court-martialed from Tir Ingon 26 years ago because he beat a prisoner to death for fun. Duilin was heading into the Dead Marshes to live as an outlaw (after killing three troopers on his way out of Tir Ingon), when Miruimor, who had watched the whole scene on her viewing room wall, sent a few Orcs equipped with vials of Thurvik gas to intercept him. Duilin woke up in Miruimor's guest room and was soon in charge of all of her forces. His lieutenants, *Morvagor* and *Gwathvmron* (Miruimor renames her troop leaders as she herself was renamed), were found by the same means; indeed, most of her human troops were once Gondor's. The Orc commanders, *Shergnakh* and *Durg-Orsh,* were hand-picked for her by Feagwath from among Sauron's finest. She despises Orcs as beings but values them as useful troops, especially as many human beings are terrified of them.

Miruimor's latest important find is Turgarin, an evil cleric (Animist). She saw on her viewing room walls his rise to power among the Sagath and also witnessed his dramatic fall (as his atrocities against tribe members he disliked were revealed). Turgarin had been left, staked out with multiple non-fatal but painful wounds, for the jackals of the Talath Harroch to eat when Miruimor sent Feagwath to pick him up by night (thereby convincing some of the Sagath that Turgarin's Dark Master must have come for him, for they came back to check on his remains the next day and found none).

For the past five years now, Turgarin's rituals and teachings have provided new inspiration for Miruimor's human and Orc troops.

Turgarin admires Orcs as true creatures of evil, and although he realizes that they are not usually as intelligent as Men (or in some cases, potatoes) he still feels that evil is augmented by their presence. Thus he encourages them to serve as acolytes along with Men at his evil rituals. Since Turgarin, who likes to practice vivisection on captives, is clearly as unsqueamish and tough as any Orc, they admire Turgarin as much as he admires them. Many Orcs consider him their personal patron and serve him with enthusiasm. As for Turgarin's feelings for Miruimor, they are close to worship, for she secured the diadem that enables him to communicate with the invigorating source of evil that he thinks is Morgoth. (It is actually Sauron, who made the diadem, and when Turgarin wears it during rituals, he reaches the Dark Lord rather than Morgoth.) Sauron is delighted with the deception: he constantly finds the activities of Thuringwathost a source of amusement and values it for providing a guard for his Ore-trains and as a steady source of information about the area.

8.2 LAYOUT OF THURINGWATHOST, A STRONGHOLD OF EVIL

Note for a color topographical overview of Thuringwathost, turn to the end of the book

MAIN LEVEL

1. **Ramp to surface.** This is rough and sloped so that horses can be ridden down it. It is covered by two arrow slits, and a portcullis can be lowered partway along it by a mechanism located in (3b)
2. **Entryway.** Large metal-faced wooden double doors in the north wall lead to the stable block These doors can be locked from the other side by metal rods attached to wheels that throw the rods into holes in the ceiling floor. The doors are very hard to break down and impossible to unlock from the outside. Small metal-faced wooden doors to (3a) and (3b) are locked at and very hard (-20) to open. Arrow slits cover virtually the entire area.
3. **Hallways.** (3a) and (3b) are simply corridors — 5'wide and 10'high — guarded by portculli. These gates are controlled by levers elsewhere in (3c) and near (27). (3c) is a tiny room with a ladder leading up to an observation post hidden in one of the natural rock spires. A human guard mans this exterior post by day; an Orc takes it at night (3d) holds the trigger to a last-ditch defensive measure in case of an attack by a large troop; fitting a certain ruby ring worn by Miruimor into a niche on the wall will cause a rockslide to block the narrow pass into the complex.
4. **Firing galleries.** Positions from which archers can cover (2)
5. **Tiny room similar lo (3c).**
6. **Entryway to stable block.** A portcullis can be lowered by a lever in (11) Then, via a ladder to a loft over the area, boiling water or missiles can be thrown at intruders.
7. **Stables.** Stalls for eight horses. Usually there are only six, fast and strong but ugly. One large stall is reserved for Feagwath's black stallion
8. **False stall.** Function similar to (3c)
9. Secret passage. This is wide enough and sloped so that it can take only one mounted man at a time. It exits in another, similar but smaller, rock formation ¼ of a mile away This is used for raiding and spying expeditions as well as for possible escape in care of siege. Near the outer end of the tunnel is a 5' x 10' pit trap, 50' in from the entrance and 30' deep. Should the victim fall in, roll a +30 Fall/Crush attack (Tables CST-2and AT-5 in *MERP* at page 70). Then, since the pit is studded with spikes, roll two to eleven (roll a D10 and add one) +30 spear attacks The lever to activate and deactivate the trap is 150' further inside (at 3a), in case raiders are followed back
10. **Cistern.** This must be filled by buckets from the natural spring in the lower halls (15).
11. **Saddlery room.** The grooms eat and lounge here also
12. **Store rooms.** Filled with grain and hay and straw.
13. **Quarters of grooms.** These are two 1st level Easterling fighters, hobbled with chains to prevent escape
14. **Waste Pit.** 5' x 5'. This is an entryway to a very deep fissure (about 350') All manner of waste is discarded here If someone falls (') into it, roll a +350 Fall/Crush attack (*MERP*, p 70, CST-2 and AT-5) Then the victim must stay afloat or drown horribly in the 30'of debris at the bottom. The sides are fairly smooth and very slimy.
15. **Guard post.** This commands the stairways up and down to the other levels Two humans stand guard during the day, two Orcs at night
16. **Kitchen.** Three fireplaces, work tables, pots, pans, cabinets filled with utensils, etc.
17. **Pantry.** Shelves around the wall are filled with food and nearby stands a trap door with a pulley and hoist over it to bring up supplies from the lower level store room.
18. **Dish room/scullery.** Shelves around walls hold both china and earthenware dishes An open doorway leads to (20).
19. **Cistern for kitchen.**
20. **Cook's room.** He is human, well-fed and stupid, but pretty good at what he does. He has 21 gp and 2 bottles of wine hidden in his clothes chest

TABLE 8.1 NPCs AT THURINGWATHOST

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Miruimor	20	75	SL/4*	40*	N	–	80qs*	15da	35	Black Númenorean Mage. Female. Spell attacks +50; Uses 65bs ("Morlach" is a +20 bs), +10 da; +15 Staff of Lightning fires lightning bolts or delivers A-E elec. crits with touch, Amulet x 4 PP, +15 RR bonus vs. Essence (or mentalism); Ring of Shield 3x/day (normal DB 20), Demonskin Armor; Collar negates 40% of neck & head crits; total 240PP/day, 33 spell lists
Herudur	16	160	Pl/18	65*	Y15	Leg	170bs*	170cp*	15	Black Numenorean Warrior (fighter). +15 bs "Mellindur", mithril chain = +10 breastplate; +15 Shield also +15 RR bonus vs. Essence, Helm negates 20% head crits; Bracelet of Haste III (3 rnds, 1x/day)
Duilin	14	140	Pl/18	60*	Y10	Leg	160bs*	160cp*	10	Lsr Dúnadan Warrior (fighter). +15 bs gives auto melee initiative 1/day; +15 cp; mithril chain = +10 breastplate; +10 Shield; Amulet +10 RR bonus vs. Channeling; Gauntlets negate 25% of wrist & hand crits.
Shergnakh	12	140	Pl/17	60*	Y10	–	150bs*	120cp*	15	Orc Warrior (fighter). +15 ma; +10 cp; breastplate of mithril & black laen negates 30% of chest, back, and abdomen crits (fits Orcs); +10 Shield; Helm of black laen & mithril negates 20% of head crits (only fits orcs).
Durg-Orsh	12	150	Pl/17	60*	Y10	–	160ha*	130ha*	15	Orc Warrior (fighter). +15 throwing ha returns at end of rnd; breastplate of mithril & black laen negates 30% of chest, back, and abdomen crits.
Morvagor	10	115	Ch/14	60*	Y10	Leg	135bs*	130cp*	10	Lsr Dunadan Warrior (fighter) +15 bs; +10 cp, +10 Shield, Amulet +10 RR bonus vs Channeling; Ring of Long Door (1x/day)
Gwathvoron	10	120	Ch/14	60*	Y10	Leg	130bs*	125cp*	10	Lsr Dúnadan Warrior (fighter). +15 bs; +10 cb; +10 Shield; Amulet +10 RR bonus vs. Essence; Ring of Leaping (3x/day).
Turgarin	10	60	RL/9	55*	Y10	–	70sc	+57da	15	Easterling (Sagath) Animist (cleric). +15 sc; +10 Target Shield; Amulet x3 PP +10 RR bonus vs. Channeling; black Dragon-skin breastplate & bracers negate 20% chest, back, and arm crits; 12 spell lists.
Camallin	6	40	No/1	20	(Y)	–	(50fa)	(30cp)	25	Lsr Dúnadan Bard. Unarmed prisoner. total 12PP/day; 5 spell lists
Sirrin	2	35	No/1	25	N	–	(30qs)	(20cp)	30	Marshman Ranger. Female. Unarmed prisoner. Total 4PP/day, 1 spell list.
Feagwath	34	180	SL/4	100*	Y20	–	150bs*	130bo*	20	Undead Black Numenorean Mage (sorcerer). +15 bola, +20 bs; +20 Shield, Demonskin armor; Robes of Blur; inspires "Fear" and all within 10' must make -30 RR 1x/rnd (3x max) per mod; total 204PP/day; 35 spell lists

* – Magical Item(s) involved in bonus.

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	Mov M	Notes
Men/24	Lsr Dúnedain	6	101	Ch/15	40	Y5	Leg	110bs	78cp	0	2 units of 12 each. (warrior guard)
Orcs/40	Uruk-hai	7	110	RL/10	35	Y5	Leg	110ma	110sb	-5	4 units of 10 each. (warrior guard)
Orc Trackers/6	Common Orcs	5	65	SL/3*	10	N	–	80sc	80sb	10	Scouts and fighters. (scouts)
Trolls/10	Olog-hai	12	200	RL/12	10	N	–	150ha	–	5	Fights as 50 ma. (warrior patrol)

21. **Scullions' rooms.** There are two of them, male, ages 13 and 15 They are beaten frequently and not well fed They would love to escape, but the third one tried and was torn apart and eaten by the Orcs while these two were forced to watch

23. **Room of female servants.** There are four of them, all beaten and abused, ages 17 to 25 One, age 22, is Sirrin, a 2nd level marshwoman (Ranger), cousin of Rellin of Tel Verenaer (see village, Section 6 41), who was captured on an expedition to the Dead Marshes She would love to escape, but hasn't been presented with any likely opportunities

24. **Servants' bathing room.** A large basin, buckets, a small wooden bathtub, and a small brazier and pot for hot water

25. **Spiral stairway.** Leads to largest observation post

26. **Rooms of Duilin.** Good, plain golden oak furniture The outer room is an office, where he issues pay to the troops and gives orders to his lieutenants (26a) is his bedroom. In a locked chest trapped with a needle poisoned with Kly, are 175 gp, a small wooden box containing five *Mirenna*, two bottles of good wine, a small jar containing five more doses of *Kly,* and a gold and garnet (dark red transparent) cloak pin worth 155 gp The lock is hard (10) to detect, and ex tremely hard (30) to disarm

27. **Armory.** Filled with materials for cleaning and repairing weapons and armor, in eluding a very small forge, bowstrings, polish, sand, oil, whetstones, etc

28. **Recreation room.** The human guards eat here and gamble when off duty

29. **Morvagor's room.** A bed, washstand, and a locked chest The lock is very hard (20) to pick In the chest is 103 gp, 2 *mirenna* in a little jar, a gold ring set with an amethyst worth 150gp, and an amulet carved of carnelian (opaque rosy pink) set in silver that he keeps because it looks valuable It is shaped like a bald human head with closed eyes and a thoughtful expression on its face The amulet is really a + 3 Channeling spell adder device which also gives the wearer a + 10 bonus for RRs vs Channeling spell attacks

30. **Gwathvoron's room.** Much like (29), but messier Gwathvoron is a packrat Lots of clothes, extra weapons, and dishes are scattered about In the locked (very hard 20 to pick) chest 89 gp, two Open Channeling runes ("Utterlight" and "Detect Invisible"), a rosewood wand with 23 PP charges of the Bardic "Sound Control" list (up to 10th level), a woman's gold, topaz, and olivine (pale olive green, transparent) necklace worth 115 gp, six *Mirenna* in a box carved of crystal worth 2gp, a one dose potion of "Organ Repair" in a blue glass bottle, and a white jade statuette of a dove worth 9 gp When the statuette is tossed into the air, it becomes a real dove which can memorize a message up to 25 words and then be sent to any specific person up to 200 miles away, where it will deliver the message and return home It can be used twice Gwathvoron would be in an awful lot of trouble if it were found out how much stuff he has squirreled away

31. **Barracks.** These belong to the first day shift It contains the cots and chests of 10 human fighters Each chest has from 2 to 15 gp (mostly in small change) in it, plus (80% chance) some personal jewelry in copper or bronze set with semiprecious stones — nothing worth more than 20 gp

32. **Barracks.** As (31), but for the second day shift

33. **Guards' bathing room.** Wooden sinks and a large wooden bath tub, towels on racks, and a brazier with a boiler for hot water

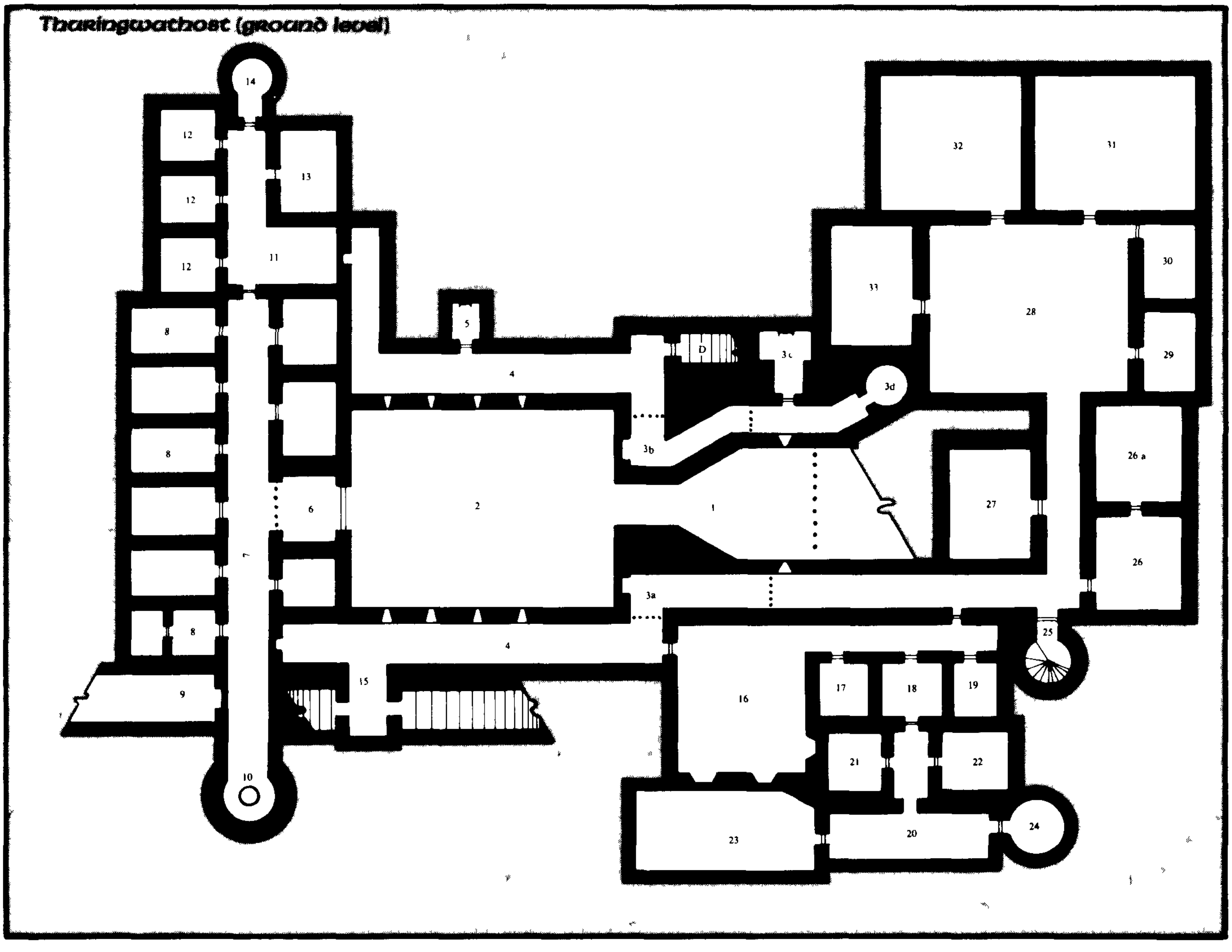
SECOND LEVEL

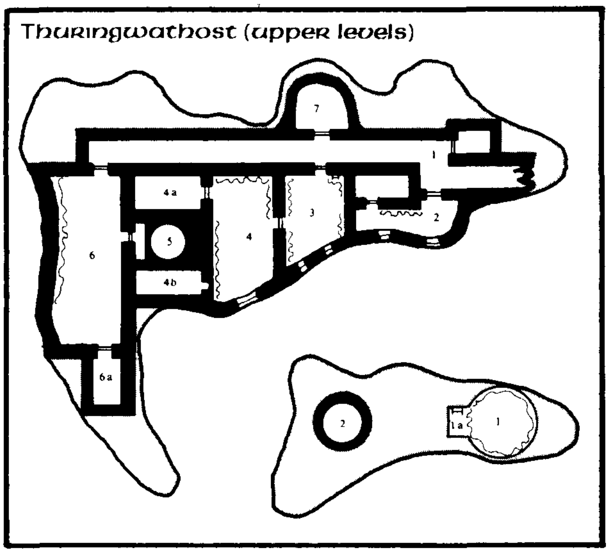
1. **Hallway.** A human guard is on duty during the day, an Orc at night

2. **Guest room.** A small but comfortable room with its own small bath Several windows — all but invisible from the outside — look onto the little park They can be closed with wooden shutters from the inside and are extremely hard (-30) to spot Camallin is allowed to sleep here when there are no guests, which should mean almost always, but Miruimor sometimes tells him that there are going to be visitors and makes him sleep in the library on the lower level

3. **Miruimor's office and silting room.** It is furnished with black oak furniture cushioned in red and blue leather There is a spectacular rug of white bearskin on the floor, a gift from Sauron, who claimed that it was the skin of a shapechanger Miruimor eats here, sometimes accompanied by Herudur and Duilin Behind one of the four tapestries on the wall (depict ing dragons) is a ladder to her viewing room on the upper level

4. **Miruimor's bedroom.** Furnished entirely in black and red except for a blanket of silver-tipped white foxskins on the bed Other furnishings include a red leather cushioned window seat and chests for clothing, most of it in black, white, or red On the dressing table is a small, locked (hard, 10) box filled with 440 gp worth of nonmagical jewelry, mostly white gold and rubies (4a) is her bathing room (4b) is her vault, hidden behind one of three tapestries depicting Sauron's exploits in Numenor The vault door is a panel that slides aside and is secured with a lock, it is sheer folly (-50) to pick If it is unlocked and opened without uttering the name "Annatar"(a pseudonym of Sauron), a cloud of poisonous 10th level *Morsul* gas will issue forth and fill the bedchamber This will be followed (in one round) by a





"Waiting Fireball ' In addition, Miruimor's amulet will issue a shrill alarm, warning her that some one is playing with her toys Within the vault are four chests (1) 3 1/2'x 8" x 8", iron, with etched silver bands, (2) 3' x 1 1 / 2 ' x 1, plain iron, (3) 2 x 1 x 1 iron with gold bands, and (4) 8" x 6" x 4", gold plated iron set with small garnets and chips of jade to form roses and leaves Their locks, traps, and contents are as follows

Items in Chest One

Lock Sheer folly (50) to pick
Trap 1 The lock is smeared with a sticky resin containing hairs of *Pangwood*
Trap 2 When the chest is opened, the unwary soul opening it receives a spray of tiny darts tipped with the venom of the Marsh Adder eight + 40 Tiny Animal at tacks (*MERP* 70, **CST 2 and** AT 5)
Contents Two broadswords The first is Miruimor's own, which she rarely uses (of course, if she is using it, the compartment will be empty) Its name is *"Morlhach" (S "Black Leaping flame)* Its + 20 blade is of black steel edged with *red laen*, and the hilt is black steel decorated with flowers of *mithril and* ruby It is + 20, flames on command, and will leap back to her hand if dropped or thrown, from up to 100' It is intelligent and will levitate itself to attack anyone else who tries to use it (only a + 20 Broadsword attack) It was made by Sauron himself The second sword is of steel and mithnl, with a grip of turquoise bands It has a very slender strand of anti magical *kregora* wire wrapped around its hilt, tern porarily nullifying its powers When the wire is removed, it will return to strength in 12 hours A relic of Numenor, this sword is also intelligent, but good Its name is *"E Voronwe" (S "The Steadfast")* The sword will leap to its owner's hand on command without being drawn It is only + 15 when on the attack but it will add + 20 to parries Voronwe can also Teleport its holder, itself, and one other per son up to 100 miles away three more times (it was originally five times) It is telepathic, can detect evil intelligences within 50', and will convey this informa- tion to its holder

Items in Ches Two:

Lock Extremely hard 30 to pick
Trap' Delivers a + 50 Lightning Bolt
Contents. (a) a pair of green, thin scaly snakeskin gloves, human size 43, magic ally treated, that prevent contact poison from harming wearer, prevent small darts from entering hands, and add + 10 to maneuvers involving locks and traps (b) An iron key whose wards are shaped like the hilt of a sword It opens chest one (c) A small box of intricately joined enamelled bronze leaves, 6" x 4" x 4" It is opened by pressing three of the leaves in the correct sequence Treat them as a lock, extremely hard (30) to open Inside it is divided into six compartments which contain (i) 10 *Mirenna*, (n) I *Ul-naza*, (iii) 3 *Edram*, (iv) 2 *Olvar*, (v) 1 tiny flask of *Grarug*, and (vi) 2 *Harfy* (d) A rod, of intricately carved black oak inlaid with mithril wire and ivory disks It is of Channeling, with one of the following powers once per day "Blinding", "Calm V", or "Fog Call " This is an intensely evil item which will attempt to possess the user and make them serve Sauron Each time a user casts a spell from the rod, they must resist versus a 10th level at tack or become possessed (e) a small black leather purse containing 16 mithril pieces (0 a small red leather sack containing 500 gp worth of cut but unset rubies

Items in Chest Three:

Lock. Extremely hard (30) to open
Trap Three small spikes tipped with *Kly* They shoot out and attack as three + 40 Short Bow bolts
Contents: (a) a pair of women's green leather slippers which allow wearer to use one "Leaping" and one "Landing" spell each day, on a female mannish scale of 01 100, they are size 58 and might fit a small man or male Elf (b) a small apple- wood wand with copper bands, contains thirty-one "300' Shock Bolt charges " (c) a grey leather bag holding 350 gp (d) a small cedar box, stained black, 5" x 3", containing four red tiles apparently made of glass When dropped, each will become a "Wall of Fire "

Items in Chest ***tout:***

Lock. Very hard (20) to pick
Trap· Chest lid contains a small glass orb set into the surface beneath an iron boss When lock is forced, the boss springs back and the orb is hurled against the wall behind the chest It explodes, yielding a 10' radius "Stun Cloud "
Contents (a) a belt of white deerhide with a buckle of bronze set with a cloud shaped inlay made of turquoise, it allows user to use a 4th level "Levitation" spell once per day (b) a gold necklace set with fourteen small beryls (pale transparent green the elfstone), two larger leucosapphires (pale watery blue), and one large black opal (black with a fiery iridescent color play), worth 300 gp (c) earrings to match the necklace, worth 60 gp (d) A small clear glass sphere When thrown to the ground, it protects caster as a "Resist Elements" spell (a combination of Cold Resistance and Heat Resistance) (e) a 2" x 3" green leather pouch of ' Herb Mastery' (III) It holds one dose of one herb at any one time, and will triple the herb's potency after 24 hours Should the enhanced herb be left in the pouch for more than a week, it will revert to normal strength

5. **Spiral stair shaft**
6. **Herudur's quarters** The black oak furniture is cushioned and draped in black and green (his old Numenorean family colors) His desk is littered with papers dealing with the day to day running of the fortress One pile of papers is weighted down with the skull of a high level Mage whom Miruimor slew more than 30 years ago Unbeknownst to Miruimor or Herudur (the skull's enemies), the skull will answer three questions about the realm of essence (items, spells, lists, etc), this power is usable but once (6a) is Herudur's bathing room The small vault (6b) is hidden by an elaborately carved oak paneling on that wall It is trapped (very hard, 20, to detect) so that (1) four spikes shoot out of widened cracks in the opposite wall, catching the thief in the back (four + 30 Light Crossbow attacks), and (2) a metal backed panel swings down from above the secret door and strikes the victim with a + 100 Mace attack
Contents of Vault. (a) a blue leather pouch containing 278 gp (b) a mask shaped like the face of a hawk, made of leather and horn, with feathers of bronze When worn, it doubles the range of the wearer's vision and allows the wearer to use any one of the following spells, once per day "Animal Tongues," "Trap Detection" (outdoors), and "Hues" However, once put on, the mask cannot be removed, and the wearer's night vision is impaired (50), this 20th level Curse may be resisted or removed, but only one attempt may be made prior to the advancement of the wearer's next experience level (c) a white silken garment that resembles an adult sized mummy bag which will fit any Man up to 7' tall While inside of it, healing is accelerated three times the normal rate, including that of criticals However, it only works on the living, and it cannot restore life It tolds to 6"x 6"x 1" (d)a + 15 Composite Bow of very dark wood and human bone, with a many-colored grip of braided human hair, it is of Easterling design It allows user to fire during three consecutive rounds without penalty Then the user must rest one round or be at 50 in combat or while moving and maneuvering (e) five Com posite Bow arrows of the same dark wood with heads of clear laen, made for a + 15 bow When a critical is delivered by one of these arrows, an electricity critical of the same type is delivered (use the same critical strike roll for both)
7. **Carangil's room.** It holds little more than a bed and a chest containing some plain clothing and one silver headband worth 8 sp

LEVEL THREE

1. **Miruimor's viewing room.** It is reached from room 3 on the level below by way of a 5' x 5' x 20' shaft (la) containing an iron ladder affixed to the wall If anyone not wearing Miruimor's amulet progresses more than 5' up the shaft leading to the room, the ladder in the shaft will suddenly snap against the wall, crushing the climber's hands and at the same time pinning the poor fool During the next round, the stone in the opposite springs forth and strikes the climber with two + 75 Fall/Crush attacks (climber gets no DB beyond armor bonuses) Around the viewing room's walls are tapestries, each magically embroidered with beautifully detailed maps of the surrounding area By sitting in the leather cushioned, wooden swivel chair at the room's center and concentrating on an area, the seated person may observe what is currently going on in the area con tamed on any one tapestry The sweeping view provides great detail, as if the viewer were flying or looking from any vantage point concentrated upon The viewer's sight is limited to their own physical powers (e g , darkness might inhibit a Man's view) The room may be used to observe but one tapestry map area per day
2. **Shaft for spiral stairway.** Two large viewing positions in the tallest stone spire Two Men by day and 2 Orcs by night keep watch there

LOWER HALLS

1. **Hall.** On duty are three Men during the day, three Orcs at night The portcullis on the west is raised and lowered by a lever in (2) It is usually down
2. **Library.** Books of geography, history (emphasis on Numenor), dictionaries (mostly from *Sindarin* into other languages), legends, and general information on magic Several small tables and cushioned chairs (red cushions) are scattered among the many bookcases Between book cases on the south wall are several levers, including the one that operates the portcullis in (1) Another lever opens and shuts the door to the secret library, another sets off an alarm, another con- trols the trap in (9), and the last sets and unsets the trap on the door to the secret library (3)

Secret Library The door can only be opened by the lever in (2), but meddling with it sets off an alarm and a cloud of pink *Thurvik* gas which attacks (at 10th level) all within a 10' radius, those failing to resist fall into a deep, unbreakable 3 hour sleep The books, many of them in the Black Speech, deal with many of the past and present exploits of Sauron, including some of his activities in the Third Age None mentions Dol Guldur or the restoration of Mordor

Quarters of Turgarin Besides his own bed, there is another bed for anyone who has had the misfortune to be ill enough to require Turgarin's round the clock care An elaborately carved and locked cabinet with nine drawers holds the bulk of the fortress' healing herbs The **first three drawers** are locked, and are hard (10) to open They contain

Drawer 1 60 doses of *Thurl* in a white porcelain jar, 20 doses of *Grarig* in tiny clear glass flasks

Drawer 2 30 doses of *Aloe* in a small wooden box, 20 doses of *Extract of Red Willow Leaves* in a single glass bottle

Drawer 3 10 doses *Arnuminas* in a small blue jar, 5 doses of *Vessin* in a jar of carved clamshell

The second three drawers are locked and very hard (20) to open Each is trapped with a set of small springing iron needles containing *Marsh Adder Venom*

Drawer 4: 60 *Mirenna* berries in a blue pottery box, 2 *Wmclamit* in a black glass jar sealed with wax

Drawer 5 20 doses of *Caranan* in two red glass bottles of 10 doses each, 10 doses prepared *Anserke* paste in a white pottery jar, 2 doses *Bursthelas* in a green glass jar

Drawer 6 5 doses *Arpsusar* in a clear glass jar, 7 doses *Edram* sealed with wax in a blue glass jar, 10 doses *Himros* in a jar carved out of white jade (worth 5 gp)

The last three drawers are trapped and locked twice each The first locks are extremely hard (30) to pick, those failing are subjected to a spray of blinding 9th level *Traega* poison, which will penetrate and dissolve one or two of the victim's eyes The second locks are sheer folly (50) to pick These are set to trigger a 5' x 5' pit trap 100' deep and lined with sharp shards of rock Treat as a + 100 Fall/Crush, plus one to ten + 75 dagger attacks The pit snaps shut afterward There is a small black rug over the pit, the absence or disturbance of which will alert Turgarin to the tact that he has visitors Within the drawers

Drawer 7 2 doses of *Carneyar* in a red glass jar sealed with wax, 4 doses *Ul naza* in a green glass jar sealed with wax

Drawer 8 3 doses *Belramba* in a stoppered grey pottery jar, 10 doses *Harfy* in a red pottery jar sealed with wax

Drawer 9 2 Tyr fira in a jar of white jade sealed with wax, 10 *Olvar in* a clear glass jar sealed with wax

On Turgarin's desk are a number of parchment sheets with excellent drawings of Mannish and Elvish anatomy on them Turgarin gets down his detailed first hand information from sessions of vivisection before an enthusiastic audience of Orcs in their great hall (11) There are seven drawers in the desk one at center over the kneehole and 3 small ones on each side In the back of the lowest left hand drawer is a secret compartment It is trapped with a needle tipped with a weak dose (10th level) of *Ul Acaana*, which Turgarin has imported from the Mumakan by his Easterling contacts Those failing to resist it die instantly, their nerves hardened into glassy filaments The compartment may be opened without triggering the needle by pressing a turquoise button in the lowest right hand corner of the (false) drawer back The compartment contains five 10th level doses of *Ul Acaana and* six runes of the 12th level clerical "Lifegiving" spell *(MERPSec* 4 74, p 47) Also in the compartment is a small black leather pouch containing five matched yellow diamonds, each worth 250 gp (set is 1500 gp) (4a) is Turgarin's bathing room, notable only for the large black marble bathtub and the elegant bronze brazier, supported by three expertly sculpted bronze demons

Turgarin's temple to Morgoth. Two rows of five black oak pews each seat 20 people The walls are black stone On a raised dais on the southern end is a black marble altar with black steel rings to pinion a humanoid victim by the wrists, ankles, and waist Grooves catch the runoff and collect it in a black stone basin at the end of the altar Turgarin conducts rituals here every night of no moon, using available victims Miruimor gives him at least four per year, always making sure that he has one on the Dark Master's Night, which is the dark of the moon nearest the winter solstice

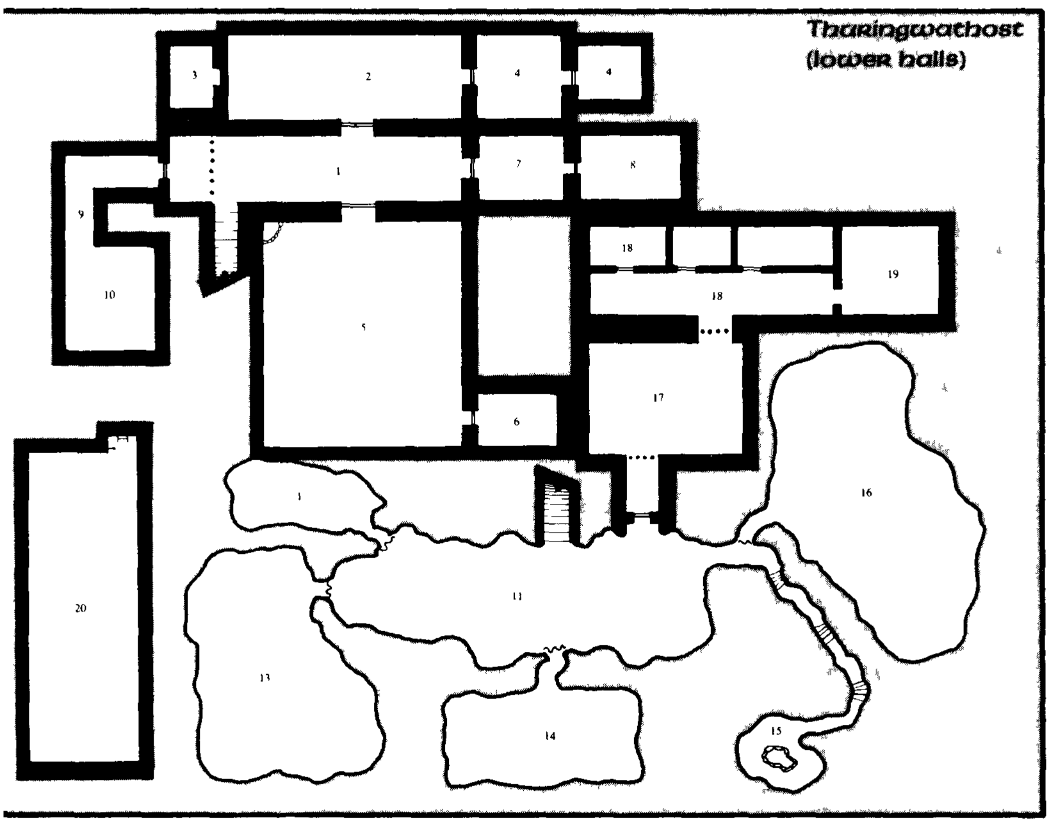
Turgarin's robing room This contains his ceremonial robes and those of his Mannish guard accolytes The robes hang on racks In a black velvet lined unlocked ebony case are six sacrificial + 20 knives of black steel and black laen In one corner is a black oak, steel bound chest, 2' x 1 1/2 x l' It is locked and very hard (20) to open, but not trapped Within it (a) a large black ceramic bottle with a stopper of faceted morion (transparent black) containing seven doses of *Shubolos,* used to tranquilize the sacrificial victims, and (b) Turgarin's ceremonial diadem This mithril and morion circlet allows Turgarin to commune with "Morgoth" (actually Sauron) during rituals This item is intensely evil and will literally fry the brains of any other person who puts it on the victim (i) receives one to ten + 50 lightning bolts and (11) must resist a 10th level Curse of Unminding" which will reduce their brain to black smoke

Feagwath's study and parlour. Richly furnished in black, red, and violet with carpets, tapestries (including one stylized representation of Morgoth wearing the Iron Crown), little tables, bookcases, etc Feagwath spends most of his inactive time sitting in the massive thronelike armchair facing the tapestry of Morgoth and meditating

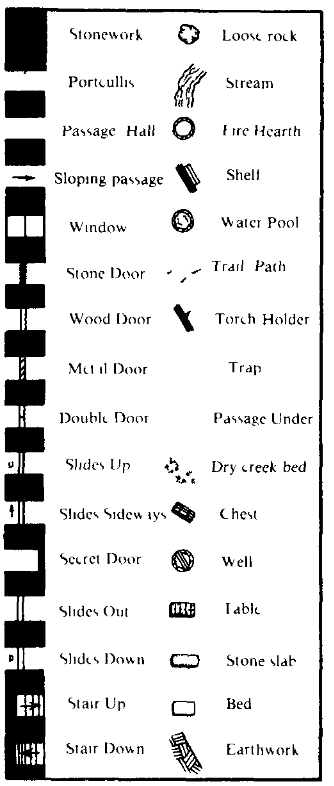
Feagwath's bedroom He never uses the massive black oak bed with its red draperies, of course, but he appreciates the thought

Access corridor The door is very hard (20) to unlock but is untrapped If opened without setting the proper lever in (2) to the proper position, a 5' x 5' pit trap (9a) immediately around the corner is activated The 100' fall onto iron spikes results in (i) a + 100 Fall/Crush attack plus (ii) one to five + 100 Spear attacks

10. Major vault Actually, the most interesting items are in Miruimor and Herudur's vaults, but the pay for the garrison is kept here The door is extremely hard (30) to unlock and is trapped by a 10 x 10' ceiling section which will cave in on the



KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)



thief, delivering one to five +75 Fall/Crush attacks. Within the vault are five locked but untrapped chests — each very hard (-20) to open — containing 200 gp each On racks on the back of the wall are three fine, +10 plain steel Broadswords, to be awarded to outstanding troopers when morale needs a boost

11. **The Great Hall of the orc garrison.** It is simply furnished with rough wooden tables and stools One of the tables has iron manacles set into the top for the limbs of a Mannish victim It is here that Turgarin performs his vivisections A cistern for the Orcs to drink from (they don't wash) is built into one corner. Three curtained doorways, one open doorway, and one locked door lead out
12. **Ores' pantry.** Here are kept massive barrels of cheap beer and assorted carcasses for the Orcs to eat. Occasionally, humans are part of the bill of fare. Orcs do not generally consider Elves to be edible Dwarves and Hobbits are uncommon in the area, and Miruimor discourages cannibalism because she doesn't like to break in new troops
13. **Orc dormitory.** This contains two ten-warrior Orc units.
14. **Orc officers' quarters.**
15. **Well for fortress.** A natural formation, except for the steps leading down to it.
16. **Orc dormitory.** This one contains two more ten-warrior Orc units and six trackers (Scouts) The trackers are despised by the other Orcs and must sleep in the drafty spot opposite the door
17. **Guard room.** This guards the prison block The door into it is locked and hard (-10) to open The portculli are raised by levers behind the desk, which is manned by a Man during the day and an Orc at night Occasionally, off-duty guards (especially Orcs) come to jeer at the prisoners and throw things like hot coals at them
18. **Prison proper.** Three small cells, each furnished with a straw mattress and a latrine hole (18a) is currently empty. (18b) contains a marsh hunter named Kamlin who accompanied Serrin (see (23) on the mam level) on her ill-fated expedition. He is near dead, having been here for nearly a year He is a second level Ranger (18c) holds a Gondorian messenger named Angen who witnessed a march of Orcs from Dol Guldur a month ago Miruimor plans to give him to Feagwath to hand over to Sauron for further questioning about Gondor's military operations. Angen is a second level Warrior (Fighter).
19. **Torture chamber.** Well furnished with manacles, whips, tongs, pincers, a brazier of hot coals, a rack, a tub of water, etc.
20. **Fortress store room.** Contains barrels of beer, wine, salted meat and fish, sacks of meal and grain, cask of salt and dried fruit, boxes of spices and cooking herbs, flagons of oil, nails, tools, rope, extra lanterns, and so on It is reached by the trap door in (17) on the main level.

8.3 CAMLAN THE HEALER, A POWER IN THE DEAD MARSHES

Not far from Thuringwathost, just inside the Dead Marshes, is a hollow pillar of red sandstone. It is 100 feet across and juts 40 feet out of a bog; a single cave entry leads to a narrow winding passage and affords access to a courtyard. Open to the sky, the yard is round and 35 feet in diameter. Within it are three small huts, the refuge of *Camlan the Healer.*

Camlan is a healer (Animist) of true Dunedain heritage. He received his training among the Elves of ***Lothlórien***, for they perceived the truth of his desire to serve the good powers of Arda by helping both Elves and men. He lived in Mirkwood for a time, healing all who asked him, and there became acquainted with the ***Wizard****(S. "Istar") Radagast,* who found in him some of the same love for all forms of life — except mankind — that is so much a part of Radagast's nature. Camlan is ever welcome at *Rhosgobel,* and is one of the few men who know of its location, but he has not visited Radagast in many years. Hearing of the increasing desolation and reports of evil activity in the Dead Marshes, he told his wizard-friend that he thought that the Free Peoples could use an eye and ear in the area.

Now Camlan lives the part of a crazy old hermit (with unusual healing power) who lives on the southeastern edge of the marsh. He asks few questions of those who come to him for healing, but he listens and watches and talks to the animals, whose speech Radagast taught him. Among his patients, two have stayed with him. One, *Tirrin,* is a Marshman youth whom Camlan found dying of the plague in a hut, along with the bodies of his mother and little brother. The others were too far gone for Camlam to help in any way, but he gave them a decent burial. Tirrin is now Camlan's assistant. He knows nothing of his kind master's true identity.

Camlan's other assistant is an unfortunate Elf named *Meglin,* who may well be the only Elf in the Dead Marshes. He was a prisoner first in Dol Guldur and later at Thuringwathost, and though an Elf's body cannot be scarred, the same is not true of his mind. Meglin is quite mad. Camlan is trying to cure him, but he has not succeeded, and Meglin frequently escapes this latest, but far more gentle, prison and runs wild in the marshes, eating whatever he can find. If an Elf were to enter the marshes, Meglin would be sure to find out and follow him or her, longing for the contact of his own kind but terrified of everyone. He will not voluntarily go anywhere with anyone, but follows those who might be wandering the marshes at a distance, watching and listening.

8.4 SUGGESTED ADVENTURES

The following are a pair of suggested adventures set in the Thuringwathost area. Neither is appropriate for weak or inexperienced groups.

8.41 SCOUTING THURINGWATHOST (A MID-LEVEL ADVENTURE)

Setting: The fortress and/or the surrounding area.
Requirements: A medium level party composed of 4th through 6th level adventurers.
Aids: *Camlan* the Healer (Animist) knows much of the area and might be persuaded to extend help. Word about the area might be secured from*Asdriags* who frequent the bars in Eithel Celebrin.

Everyone, of course, wants to know where the Orcs are coming from and would like to see them stopped. This adventure centers around an attempt to discover the hold of the Orcs of western Dagorlad, and the nature of their purpose. Depending on the strength and bravery of the PC party, they might attempt to discern the nature of the masters of Thuringwathost, should they penetrate the watch.

If player characters track Orcs to Thuringwathost, they will have to avoid wandering Trolls and patrols that comb the area within 3 miles of the complex. Two shifts of 10 Orcs each patrol at night. In the day time, when visibility from the spires is better, a looser arrangement of Mannish patrols takes over. This goes in a two-day cycle. On day one, in the morning, (7 am to 1 pm) the first dayshift (Dl) is on duty within the complex, while the second dayshift (D2) is off. In the afternoon (1 pm to 7 pm), D2 is on duty within the complex and D1 goes out on patrol until dark. The next day, in the morning, D1 is on duty inside again, while D2 is on patrol as soon as it's light. In the afternoon, Dl is off duty and D2 takes over the inside positions. The patrol Orcs adjust their shifts according to the time of year to fit in with the shifts of Men.

8.42 CLEANSING THURINGWATHOST (A HIGH LEVEL ADVENTURE)

Setting: The fortress proper.
Requirements: An experienced party (7-10th level) including spell users.

TABLE 8.3 NPC's AT CAMLAN'S REFUGE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Camlan	23	120	SL/3*	40*	N	–	85qs	35cp	20	Dunadan Animist (healer) +20qs; Robes act as soft hide/leather -20, Amulet +10 RR bonus vs Channeling or Essence, 4x PP; Collar of Teleportation (1x/day, 2 people, only to Rhosgobel), Rod of Lifekeeping (1x/day), total 276 PP/day, 18 spell lists
Tirrin	5	35	No/1	20	N	–	30qs	10sb	25	Marshman Animist (healer). Amulet +10 RR bonus vs Channeling 3x PP; total 30PP/day; 6 spell lists.
Maeglin	4	40	No/1	25	N	–	50cl	35sl	35	Elf Ranger (insane). No possessions; total 12PP/day; forgotten his spells.

Aids: Again, ***Camlan*** the Healer might be of help. Also remember that the unwilling guests of Miruimor, (Sirrin, Camallin, and Carangil) are all likely to help player characters in return for assistance in escaping.

A strong player character party might be willing to do more than simply discover the nature of Thuringwathost; they might also seek to cleanse the fortress by killing or incapacitating its masters. This is an ambitious adventure, but the rewards are great.

The mission here, by the way, should not be thought of in terms of a military operation (unless the PC group is simply huge, which is a bad idea to begin with) but rather as an assassination and sabotage mission. Everyone who knows Orcs (and the military commanders of the area and the higher level Bards and Rangers all do) realizes that Orc bands and tribes are usually ineffective without coordination from non-Ore commanders. It is not necessary for the PC's to kill every evil thing in Thruingwathost: removing Miruimor, Herudur, and Duilin will eliminate most of the problem.

9.0 ADVENTURES WITH THE UNDEAD

Dagorlad is cursed by the hand of Sauron and much of it is increasingly haunted by the Dark Lord's Undead servants. They do much to disrupt the course of life and trade. The following pair of adventures provide examples of the terror and ways to combat it. Before beginning either, the GM should read over Section 2.6 above, and take note of the terrifying life-draining power of the Undead.

HAUDH-EN-OHTARRIN-MORIN (AN ADVENTURE IN A BLACK NUMENOREAN BARROW)

Setting: A Barrow-tomb located in the swampy maze of the eastern Dead Marshes.

Requirements: A medium level party composed of 3rd through 7th level adventurers. Some knowledge of the Undead and skill in combating locks and traps are crucial.

Aids: Many legends and plans of the tombs of Dagorlad have been circulated in local lore, and some drawings and maps exist in the libraries of Gondor.

This burial mound is approximately **20'** tall at its highest point. The oak boards of the door, due to aging in such a dry environment, have become almost as hard as the iron with which they are **bound**. The door is trapped so that any significant pressure (**i.e.**, more than a heavy breeze), will cause small, wickedly sharp darts to hurtle from the wall of turf surrounding the door. In fact, a perceptive observer may note these small slivers in the dry grass hereabout, triggered by the strong winter winds. Treat the trap as two to twenty + 60 Tiny (animal) attacks (***MERP*** CST-2, AT-5, p. 70). The lock itself is also **trapped**: a small device above it will send another small dart directly into the unfortunate victim (a single + 50 Short Bow attack). The lock is hard (-10) to unlock. Attempts to drill through the tough oak itself will fail as the would-be thief encounters a steel plate 1" thick, backed about 5" into the wood.

1. Temple **to** Sauron. Three steps lead down into the stifling, dead air of this evil place. Failure to prop the door open and allow fresh air to circulate **will** cause the foul air to attack as a 10th level poison Those failing to resist will fall into unconsciousness, while those who resist and persist on continuing without fresh air operate at -25 due to a headache and hazy vision. The walls here were originally hung with black silken banners, of which only a few rotted wisps remain. Against the north wall is a black rectangular stone altar. Chained to its top by wrist and ankle manacles is the skeleton of a sacrificial victim, a Man, one of Isildur's personal guard captured in the Battle of Dagorlad This sacrifice to Sauron has imbued the altar with such evil energy that **touching it will** cause **the** good of heart to feel extreme dizziness and nausea, and indeed any nonevil being who touches it and fails to resist its 6th level Curse **will** receive 2-20 **hits** per round and remain frozen, as if in a trance, until dragged at least **30'** away. There is a set of double iron doors on the western wall. They are very hard (-20) to unlock and are trap**ped**. a **6'** x **6'** hatch in the ceiling releases a load of rocks onto the unfortunates standing before the **door**. The trap **affects** a **6'** x **6'** area — treat as one to five + 20 Mace attacks per victim
2. Lesser Crypt. This room honors six powerful captains of Sauron's troops who died here Six iron doors, each locked with a hard **(-10)** mechanism, lead to their crypts. Over each door, in *Adunaic,* are their names and deeds, as follows
   *(at "Sakaladun, Lord of 1000 men and slayer of fifteen of the **Immortals** "*
   (b) *"Akallazor, champion of the Downfallen, and victor over Yaventur, one of the chief **captains** of the West."*
   *(c) "Cimilkhor, lord of dark learning, trusted advisor to the Black **Master** Himself. "*
   (d) *"Imrazim, lord of spies and assassins, whose efforts resulted in 5000 more **deaths** among our **enemies."***
   *(e) "Zimtarik, Master of Arms to the Black **Master's** finest troops "*
   (f) "Balzathor, standard-bearer of Lord Aduntarik, who slew six armored enemies with one small dagger to defend his master's body "

   If the door to any of the crypts is opened, the skeleton of the given crypt's resident within **will** arise as a Ghoul (see Section **2.61**), one of the Undead *(KM* Class **III) In** addition to the weapons given them on the Table 9 2, the skeletons carry the following items

   Sakaladun + 10 mailed Gauntlets that add + **10** to **offensive** hand-to-hand combat and give a + 25 RR bonus versus attacks to wearer's hands

   Akallazor. A gold Armring set with eight small lapis lazuli (opaque blue stones), eight small moonstones (translucent milky blue-white), and a very large morion (transparent black), worth 60 gp (or 100 gp to a dealer in antiquities); a *mithnl* **mail** belt with a mithnl and gold buckle set with malachite (streaked opaque green) that provides the wearer with a 25% chance of avoiding critical strikes to the stomach and abdomen

   Cimilkhor. A gold **Ring** set with a single huge sapphire that gives wearer a + **10** bonus when using or resisting spells of ice or cold (including those from wands, etc) It is a +2 Essence spell adder device.

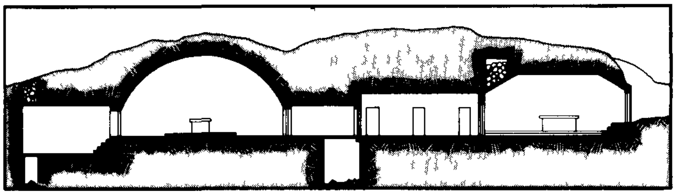
   Imrazim' A mithnl ring set with a pink diamond, worth **200 gp**, an Armring of red enamel on gold that reduces bleeding by 3 *hits* per round, a headband of silver, magically untarnished, set with 10 bloodstones (opaque green with red flecks) that acts as a helmet

   Zimtarik. A copper headband, again untarnished, set with eight tiger's eyes, that give a + 10 RR bonus versus Channeling (and mentalism) spells (note that he is wearing this under his helmet, so that it is not apparent), an amulet of carved red coral on a gold chain shaped like a fist, that gives the wearer the initiative in a hand-to-hand combat situation (so long as they are not stunned)

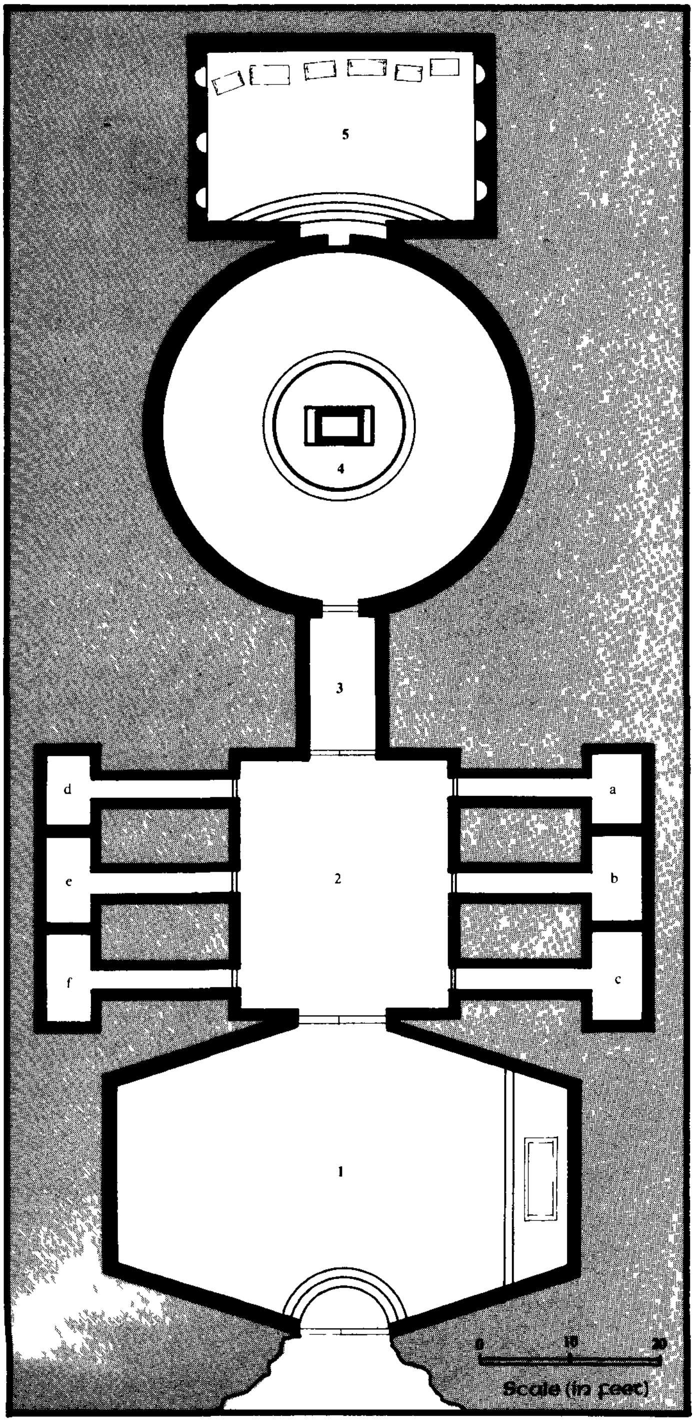
   Balzathor- Bracers of bronze plates laced together with mithnl wire that block on full parry as a target shield, gold chain anklets that give a + 5 bonus to all running, balancing, and maneuvers

TABLE 9.0 NPC's AT THE BARROW

Name	*Lvl*	*Hits*	*AT*	*DB*	*Sh*	*Gr*	*Melee OB*	*Spell OB*	*Mov M*	*Notes*
Aduntarik	10	142	No/1	45*	N	N	105bs/80LBa	40 Firebolt	20	Skeleton Lord (Ghoul). After 4 rnds within 10', victim loses 4 Const pts/rnd Feeds on flesh of dead victims. 10th lvl + 20 Fear attack· those within 10' must make RR vs. Fear or flee. + 20 Ring of Firebolts (60' 1x/day), Collar negates 25% neck crits, Belt of Blur (3 rnds/day). Helm + 20 DB. **Room 4**
Sakaladun	6	98	No/1	30*	N	N	75bs/70MBa	–	5	Skeleton (Ghoul). After 3 rnds within 10', victim loses 3 Const pts/rnd Feeds on victim's flesh 6th lvl Fear attack. those within 10' must make RR or flee See 9.2 at 2 above for more details. **Room 2(a)**
Akallazor	7	104	No/1	35*	N	N	80bs/65MBa	–	10	As Sakaladun, except Fear attack at 7th level **Room 2(b)**
Gimilkhor	7	100	No/1	30*	N	N	65da/60MBa	–	5	As Sakaladun, except Fear attack at 7th level. **Room 2(c).**
Imrazim	7	101	No/1	35*	N	N	80ss/60MBa	–	10	As Sakaladun, except Fear attack at 7th level. **Room 2(d).**
Zimtarik	7	102	No/1	30*	N	N	85ma/75MBa	–	5	As Sakaladun, except Fear attack at 7th level. **Room 2(e).**
Balzathor	7	110	No/1	50*	Y	N	75da/70MBa	–	0	As Sakaladun, except Fear attack at 7th level. Bracers defend as Target Shield. **Room 2(f).**



Haudh-en-otharrin-morin



Note that these rather low-level Undead cannot throw spells or do anything else that requires much thought, their only concern is to defend their final resting place They will fight until they are destroyed or all the intruding foes are eliminated

Hallway. The floor is trapped so that when the first person reaches the midpoint, all of the floor from that point back will cave in, delivering a + 50 Fall/Crush at tack, and one or two + 30 Mace (from falling rubble) to anyone standing on that section of floor This leaves a gaping 3' x 7' hole with a 6" ledge along the walls in the hallway The door at the end is steel, engraved with a 20th level "Symbol of Confusion," which acts as a "Confusion" spell and forces the victims to resist its effects each time they gaze upon it or whenever they regain their senses following an earlier RR failure The door is secured and the lock is extremely hard (-30) to pick

Major Crypt The air in here is noticeably hot and close In the center of the dome shaped room is a black, altarlike slab on which rests a stone sarcophagous On the slab, in Adunaic, are cut these words *"Heream I, Aduntarik, Lord of the Men of the Black Master whom I served with devotion and to whom I gave my life In death as in life I serve him faithfully, and he who disturbs me even now is either one of great power and courage or a mere fool "*

If anyone approaches within three feet of the slab, the lid of the sarcophagous will open and Aduntarik will rise as an Undead — a Ghoul (RMClass IV) — with all that entails (see Section 2 61) Aside from what is noted on the Master NPC chart, Aduntarik has on his person the following

— A crown like helm of Numenorean steel set with swirling patterns of mithnl and studded with small diamonds (worth 1000 gp),
— A gold and mithril collar studded with padmaraschah (transparent orange) that offers the wearer a 25% chance of avoiding the effect of any critical strike to the neck,
— A mithnl mail belt with a gold filigree buckle that "Blurs" him for 3 rnds per day, and
— A gold ring set with a large ruby carved with the Adunaic word for "fire" that allows him to shoot a + 20 "Firebolt" (range 60') upon command once per day

Unlike the skeletons of his retainers and comrades, Aduntarik will remember to use his items

In the bottom of Aduntarik's sarcophagous, under a glittery mess of rotted gold-embroidered silk (still worth 5gp), is a panel which, when depressed, opens the door to a secret vault in the western wall No other means short of removing the door will afford entry into the secret vault that lies behind the wall

Secret Vault. When the door slides open, one can see the following words carved in Adûnaic on the lintel of the door

"The Crown of the Lord of the Black Master's Men is my master Now go '

If anyone not wearing Aduntarik's crown like helm attempts to cross the threshhold, they resist the 10th level (Essence) "Sign of Fear" (the enchanted words "Now go ") Those failing to resist by 50 or more die of fright, those failing by 01 49 will flee until they reach the outside, and then will not reenter the barrow for a number days equal to their RR failure number Note that once in the room, he can safely remove the helm and pass it out over the threshold

In niches along the sides of the vault are twelve skulls of Elves and Men, six on each wall, north and south Against the west wall, on the floor, is a row of six small oaken, iron-bound chests, 18" x 12" x 12" with engraved designs on the iron All are locked and very hard (20) to open On the wall above the chests are hung, left to right a Broadsword, a Battleaxe, and a Short Sword The details of the chests are as follows (left to right)

Chest 1: Engraving of leaves Contains 10 small carved jade vials which once con tamed healing potions, but they have dried out with age and are useless The vials are worth 3 gp each

Ches 2: Engraving of skulls Trapped with three small needles that attack as + 50 Tiny (animal) attacks They had poison, but it is now aged and ineffective The tiny wounds, however, run an 80% risk of becoming infected if not cleaned im mediately Contains a Crown and two Arm rings, all of gold, set with diamonds and rubies and worth 1000 gp as a set

Chest 3. Engraving of suns Contains 100 gp

Chest 4: Engraving of spiders Contained precious silk embroidered with minuscule topazes and gold thread The tangled threads (worth 7 gp) and the 125 tiny gems (worth 10 sp each) are almost all that is left

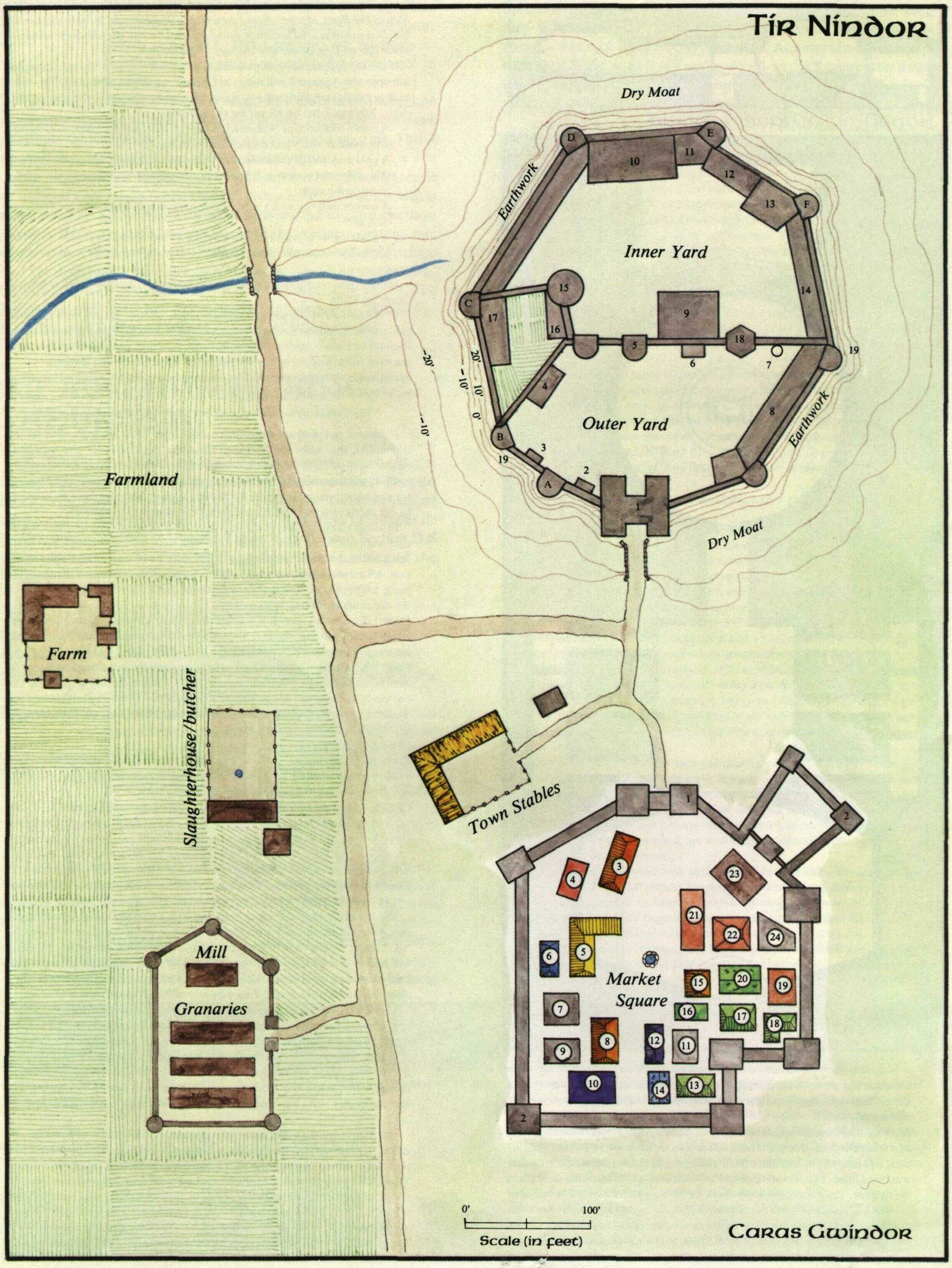
Chest 5: Engraving of hearts Trapped so that when the lid is opened, a dart (+ 40 Short Bow attack) shoots out from under the lid at whoever stands before the chest It contains a slender ivory 'Shockbolt Wand" (50'range, 16 charges), a pair of gold earrings ("Sly Ears", 5 minutes once per day), and a small amulet of milky quartz set in mithril on a mithnl chain (a + 3 Channeling spell adder)

Chest 6: Engraving of wasps Contains a set of six well balanced + 15 Throwing Daggers (10 in melee) with hilts of steel inlaid with gold and coral

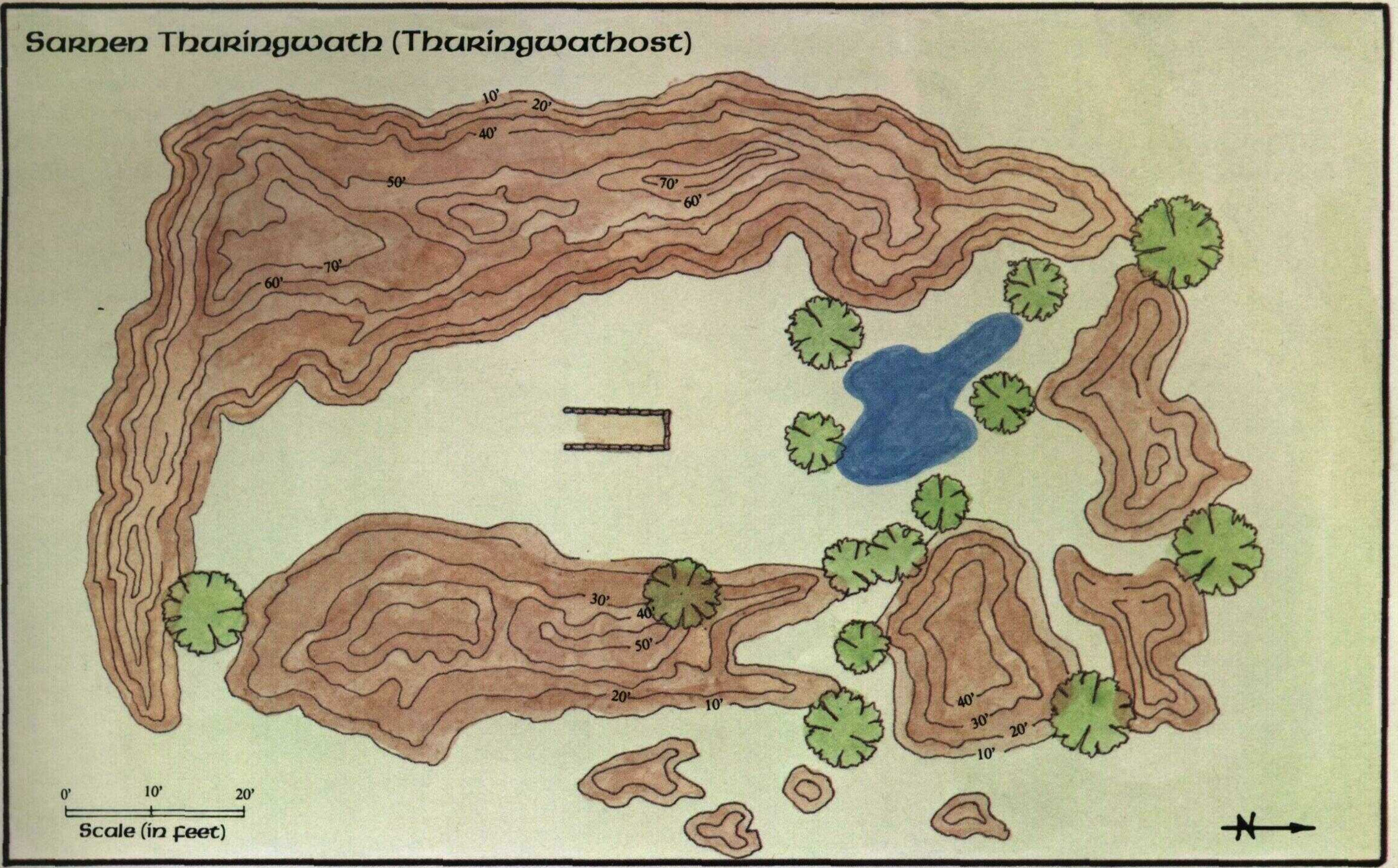
The Broadsword is of Elven forged steel with a pommel of beryl (transparent pale green) called the Elfstone The name engraved on the blade is *'Turantir" "(S 'Masterof Watch")* When removed from the wall, a section of the ceiling will cave in (5' x 5'), delivering one to four + 40 Mace attacks to any below Its trap mechanism is very hard (20) to disarm The sword is a + 10 weapon which glows within 50' of Undead If used by one of Elvish blood, it is + 15

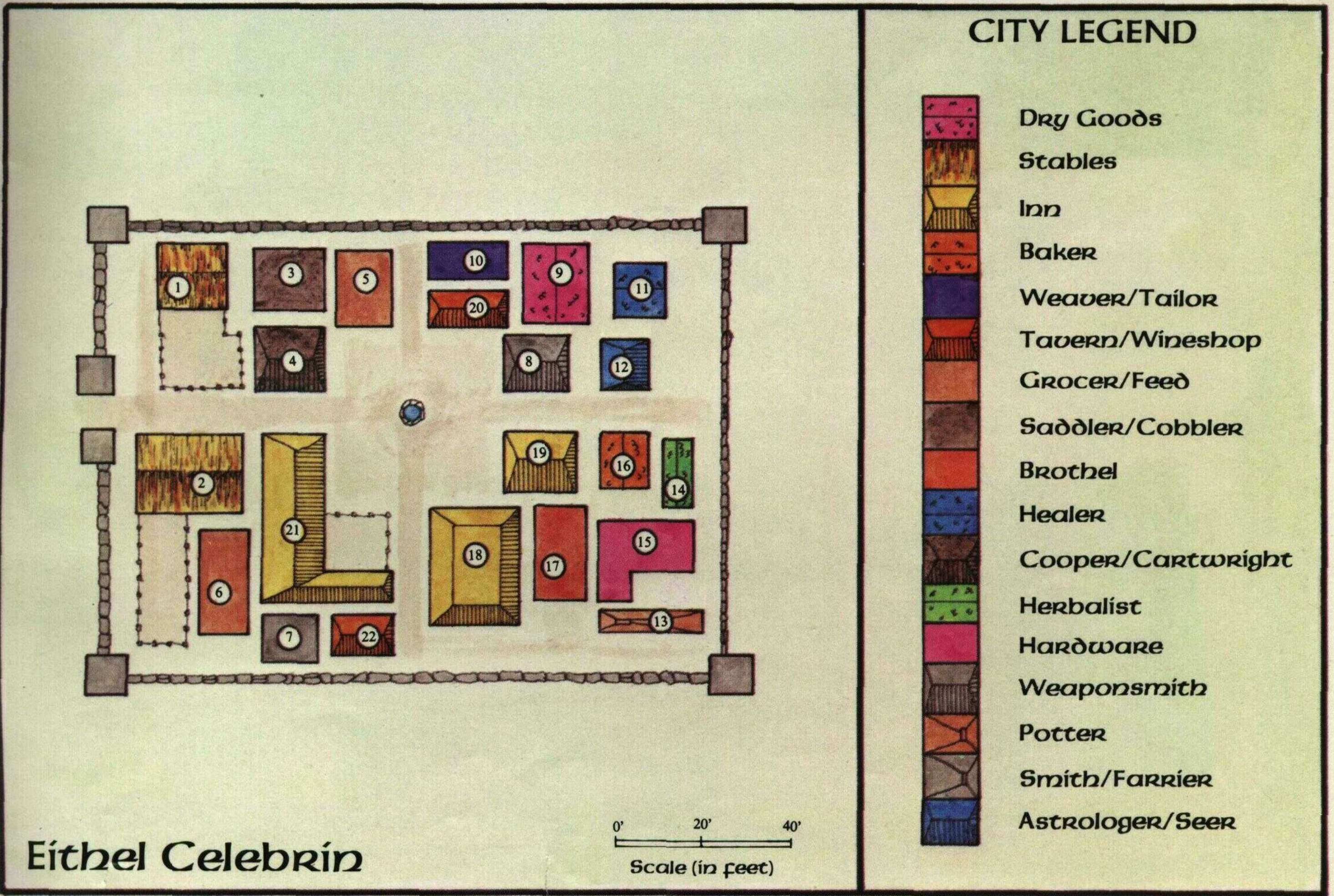
The Battle Axe is a handsome weapon of Dwarvish steel, man sized, with a grip of white jade and black onyx bands separated by mithnl wire Its name is engraved on the shaft in Dwarven and Elvish runes in *Sindarin, Khuzdul,* and *Westron "Durcrist' (S "Darkness cleaver")* When it is removed from the wall, a set of three spikes will shoot out from the area of the wall previously hidden by the axe blade, at a level 5' from the ground (three + 30 Short Bow attacks) The axe is normally + 10, but against creatures of Morgoth it is a slaying weapon of + 15

The Short Sword is of the finest human make, possibly a relic of Numenor Its name, "Tarmellen" (Noble Friend), is engraved across the hilt's crosspiece, the pommel is carved of turquoise with a pattern of intricately intertwined fishes When it is removed from the wall, a pit 4' x 4' x 50' deep will open out from the corner of the room, sucking in any people or chests standing on it The disarming procedure is extremely hard (30) If chests fall into the hole along with the vic tim(s), on a roll of 01 30 the victim will be struck by a tailing chest (a + 100 Fall/Crush) The tall will result in a + 50 Fall/Crush attack The Short Sword is + 10 and will "Levitate" to parry and defend its incapacitated owner for 12 rounds with a 30 bonus)



Tír Nindor
Dry Moat
Earthwork
Inner Yard
Outer Yard
Earthwork
Dry Moat
Farmland
Farm
Slaughterhouse/butcher
Town Stables
Mill
Granaries
Market Square
0'
100'
Scale (in feet)
Caras Gwindor


Sarnen Thuringwath (Thuringwathost)
10'
20'
40'
50'
70'
60'
60'
70'
30'
40'
50'
20'
10'
40'
30'
20'
10'
0' 10' 20'
Scale (in feet)
N

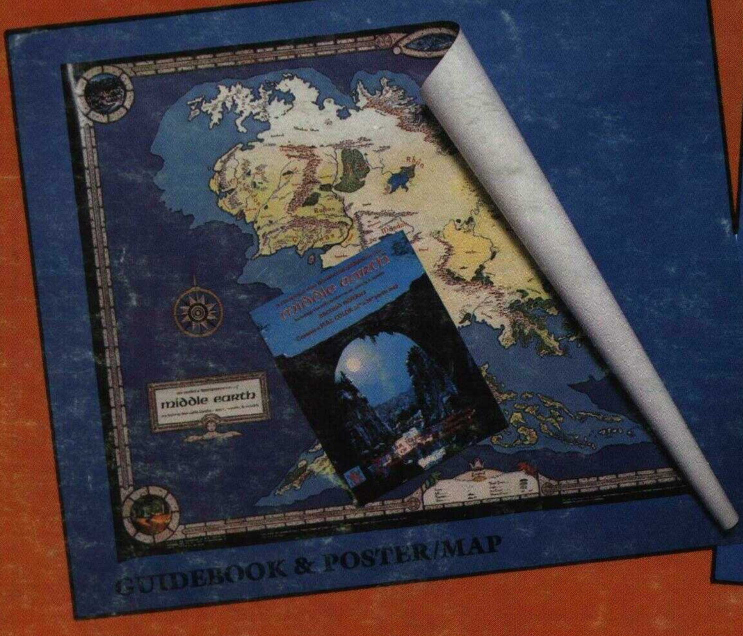

Eithel Celebrin
0' 20' 40'
Scale (in feet)
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
CITY LEGEND
Dry Goods
Stables
Inn
Baker
Weaver/Tailor
Tavern/Wineshop
Grocer/Feed
Saddler/Cobbler
Brothel
Healer
Cooper/Cartwright
Herbalist
Hardware
Weaponsmith
Potter
Smith/Farrier
Astrologer/Seer

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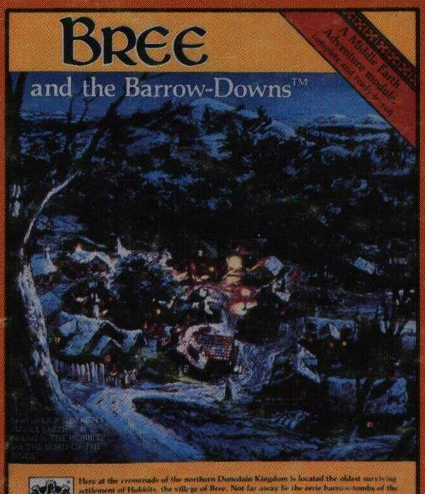
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ISBN 0-915795-20-5